GUIDES: Nox & Planescape: Torment | COMPARO: Baseball Games for 2000 **Games for Life** May 2000 #6 **PC Gaming SACRIFICE VIDEO SPECIAL!** DEMOS: **SUPERBIKE 2000 AGE OF EMPIRES 2**  SOLDIER OF FORTUNE **PLUS: MOTOCROSS MADNESS 2 VIDEO** FROM RACING **PREVIEWS** Indy Racing 2000 **Need for Speed:** OTARGE Porsche Unleashed Learn How CART Driver JUAN MONTOYA Used Racing Sims to Win the Championship WORLD-EXCLUSIVE







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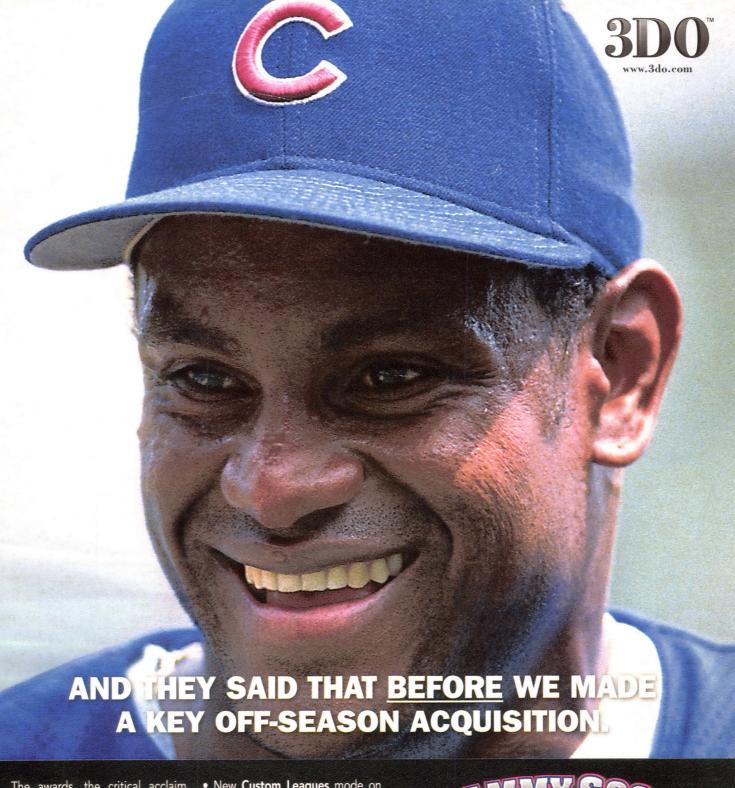








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## leam Talk

Comments, suggestions? Send any feedback to letters@incite.com fax: 415 865 5201

Watch for future driving-sim reviews by the one and only Juan Montova in future issues of *incite PG* Gaming.

**B**esides being a racing-sim fanatic, I'm also a big fan of CART racing. I grew up in northwest Indiana, so watching the Indianapolis 500 during Memorial Day weekend was always a big deal.

When I found out that 1999 CART champion driver Juan Montova was a computer game nut (another player!), I jumped at the chance to interview him. I arranged to meet Montoya in Indianapolis; he would be there for a press conference to announce that he and the Target/Chip Ganassi Racing team would race in the Indy 500 this year. Not only would I get to talk about racing sims with Montoya, but I could also visit some old high school buddies who now live in Indianapolis and catch a

basketball game at my alma mater, Purdue University.

When I got to the Indianapolis Motor Speedway there was nobody in the pressroom except for one guy breaking down the A/V equipment. I feared I had missed the press conference and Montoya, but the guy told me that the press conference was cancelled due to the untimely death of Tony Bettenhausen, a long-time CART driver and owner. Although the cancellation was for a tragic reason, it actually worked out for the best. Since Montoya didn't have to speak in the press conference, he could dedicate all of his time to my interview.

Montoya was great. We set up a PC for him to play Indy Racing 2000, which, of course, had the Indianapolis Motor Speedway in it, and before we could barely say hello to him, he jumped on the computer and started playing. I didn't have to show him anything. I thought, okay, this guy knows his way around a computer. But then when we started talking about games, I realized that he truly knows about games. I figured why not ask him if he would like to provide incite PC Gaming with his expert opinion on racing games, and he said he would love to. So, watch for future driving-sim reviews by the one and only Juan Montova.

Juan Montoya and incite Editor in Chief Tasos Kaiafas

#### Meet the Editorial Team

#### Joe Vallina



#### Deputy EIG Joe's recent obsession with the band Modest Mouse has surpassed even his passion fo FIFA 2000. He pines for the good of days when

you could play a game without the disc.

#### William O'Neal



Senior Editor After Wil was turned down by several game companies for his idea of a "Free Mumia" game and its sequel, "No Justice No Peace." we welcomed him back with

#### Gary Eng Walk



Senior Editor Gary got to write his dream article (the baseball feature) in this issue. We unfortunately had to deny his request to spend spring training with the Yankees for "research" purposes.

#### **Dave Rees**



Multimedia Editor After Dave attacked his computer for its alleged "crashes," the MIS guys came over and checked it out. They couldn't find any problems, so we think Dave has just been slacking off.

#### **Darren Gladstone**



Senior Editor Darren seems to live in Las Vegas these days, and it suits him just fine. Our own neoswinger is more at home "high rolling" at a black jack table than at a computer terminal

#### Paul Semel



**Entertainment Editor** Paul enjoys Hollywood iving and good rock 'n roll, as his interviews with Incubus. Fu Manchu and the Unband prove, Now if he can just get the hang of that 9-iron

#### Steve Klett



Senior Editor Steve has been snowed in up in Colorado all winter long playing Nox. His cabin fever is at an all-time high, but he still hasn't sent out any letter bombs - that we know of, at least,

Di Luo



Di has the soul of a 45-year-old grognard wrapped in the body of a 21-year-old student. At least his name has fun mutations, like "Di-[ lightful" or "Di-licious"

**Editorial** 

Assistant

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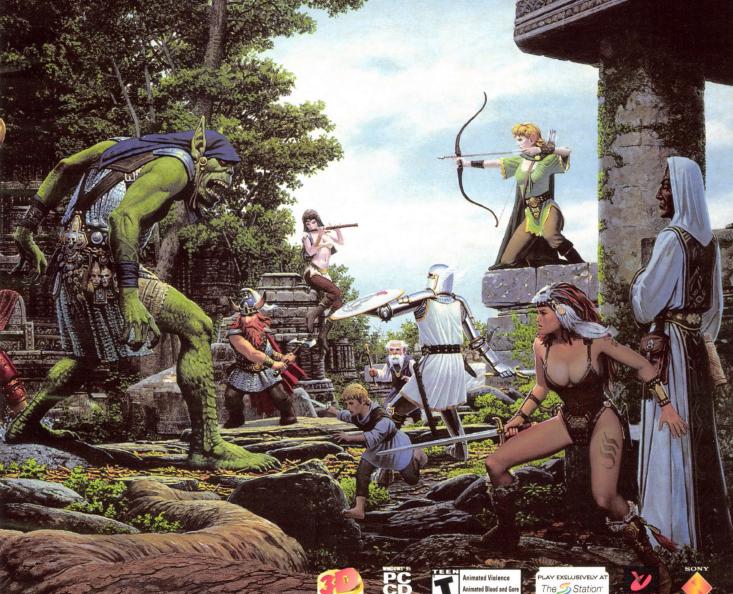
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Has playing computer games contributed to Juan Montoya's real-life racing success?

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#### **Baseball Games**

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There are several choices for your b-ball dollar this year. We'll help you hit it out of the park.

#### Incubus

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Who would've thought these heavy metal rockers would love to play... golf?

#### PowerPlay

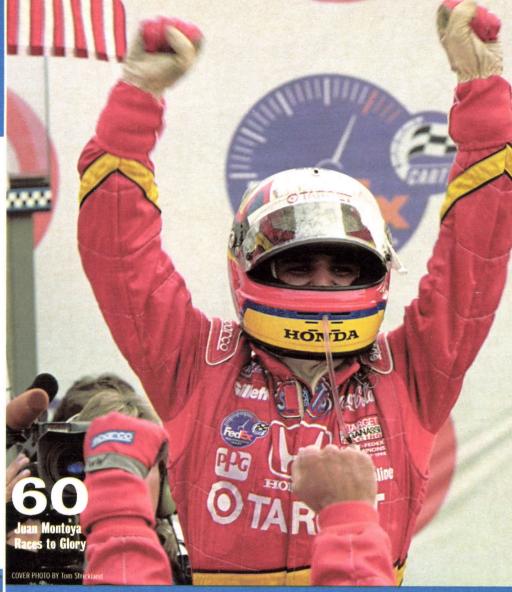
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Valve, the maker of *Half-Life*, is on a mission to end lag in our time.

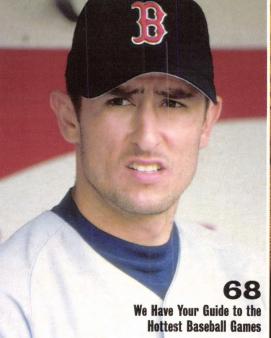
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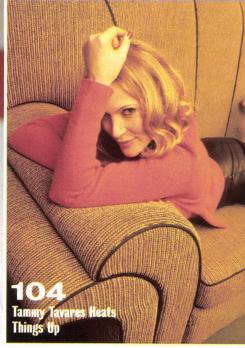
This Hollywood starlet is much more than long legs and a superstar smile.

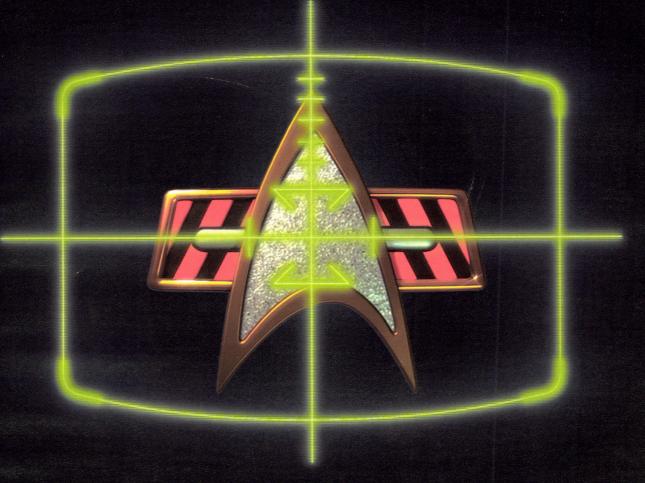




#### FEATURED IN THIS MONTH'S ISSUE







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#### THIS MONTH'S PREVIEWS

#### Sacrifice

34

Holy crap, does this game look amazing! And its gameplay keeps up the pace. Though it's being kept under wraps until nearly complete, we have the world-exclusive first look at Shiny's knockout real-time strategy title.

#### Black & White

44

Peter Molyneux is creating one of the most immersive and innovative games in history.

#### Commandos 2

48

You thought *Commandos* looked good? Wait till you see our new screenshots of the sequel.

#### Summoner

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This groundbreaking new role-playing game will get you hacking and slashing in no time.

#### Shogun: Total War

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In *Shogun* you'll battle with thousands of troops in on-screen medieval epic battles.

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Got a Porsche fetish? The *Need for Speed* team has designed a game just for you, with classic cars to models of the future.



#### THIS MONTH'S REVIEWS



# The Operational Art of War Is Back

#### Nox

76

Sure, its a *Diablo* rip-off, but *Nox* proves you don't necessarily have to be original to be a really great game.

#### Superbike 2000

80

If you like the idea of zooming around a track on a two-wheeled rocket, this is your game.

#### Iron Plague

90

*Iron Plague* takes gamers into battle. The question is if they really want to be there.

#### TOAW II

97

The Operational Art of War returns, but is this new offering all it's cracked up to be?





#### **OTHER STUFF**

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Whether you're looking for a new mouse or a whole new gaming system, we've got the reviews that will put you on the right track.

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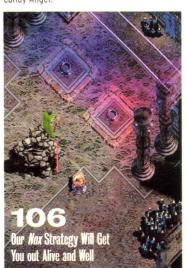
Here's the Rosetta Stone to help you understand our reviews section.

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Now, where was that damn ad again?

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We've got a new love, and her name is Candy Angel.





#### ON THE incite CD-ROM

he incite CD-ROM is loaded with videos, game demos, and plenty of other goodies. This month we've added an audio/video feature starring killer rock band Incubus. Count on the usual groundbreaking game videos, such as our hot, exclusive looks at Sacrifice and Motocross Madness 2.

To get the disc out of the cover, first peel back the access flap located on the inside of the front cover. Then carefully slide the disc out, double-click on your CD icon, and enjoy!

#### **PLAYABLE DEMOS**

#### Nox

Conjure your way to victory in Westwood's surprising action-packed *Diablo-*esque game. We guarantee you'll have a good time running around these fantasy worlds.

#### Croc 2

This cute and ultracuddly game *is* for the faint of heart. Perfect for kids and adults alike.

#### Shogun: Total War

Control thousands of medieval Japanese warriors in an epic war.

#### Age of Empires II

The finest real-time strategy game of 1999 is finally here on the CD-ROM. We promise this time!

#### Superbike 2000

Is it live or is it *Superbike 2000?* It's hard to tell in this incredible demo.

#### Soldier of Fortune

Truly the most disgusting game ever created. Don't believe us? Check it out for yourself.

#### VIDENS

#### Incubus Audio/Video

One of the coolest progressive rock groups around, Incubus tears it up with their hit single audio track, "Make Yourself," and their video, "Pardon Me."

#### Sacrifice

World exclusive! This video production contains the first detailed footage of Shiny's top-secret real-time action/strategy game on the way. And boy, does it ever look good!

#### **Motocross Madness 2**

Jump on the bike with Stephane Roncada and find out what it's like to be a professional bike rider and consultant to Microsoft's upcoming game.

#### **Electric Playground**

Our exclusive partnership with Canada's best gaming show continues. This time the crew visits Psygnosis to talk about *Metal Fatigue*.

#### **TOOLBOX**

#### **Tweaks**

Check out our ultimate roundup of tweak files: Unreal Tournament, Ouake III: Arena, Wheel of Time, Freespace 2 and more!

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We have all the drivers and patches for the games you want to play.

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Dig into our multimedia-rich Features section for more on the games you love, the people who create them, and the best ways to enjoy them.

#### Helping Hand

Don't let our gaming expertise go to waste. Check out our Strategy Guide section for all the latest codes, cheats, and strategy tips, complete with screenshots and movies.

#### Take It for a Test Run

Not sure if Tomb Raider: The Last Revelation is the game for you? Download the demo from our fast and reliable Download section and take it for a spin before you buy.



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Updated: 5:00 pm PST, 3/2. Next update: 1:30 pm PST, 3/3

#### ::: today in incite PC **⇒** DREAMCAST

#### More Exclusive Kunark! DOA2 Movie!

This morning we gave you four raging Ruins of Kunark exclusive screens, and the love keeps pouring in..



#### the Rescue [DC → REVIEWS

Virtua Cop 2 (import review)

· free email

DEPARTMENTS

Tomb Raider: The Last

Star Trek Armada [PC]

Strider 1 & 2 (import) [PS]

Toy Story 2: Buzz Lightyear to

Revelation [DC]

Hydro Thunder [N64] Ace Combat 3 [PS] Superbike 2000 IPC1

WWF Smackdown [PS]

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Gizmology: Set Phasers to Stun [PC]

South Park Rally vs. A Piece of Dog Poo [N64]

Fighting Force 2 [DC] Supercross 2000 [N64] WWF Wrestlemania 2000

Pokémon Stadium Movie Nintendo releases footage from Poké-combat game

Verant's Ruins of Kunark

More Exclusive Kunark As promised, more hair-raising

exclusive Kunark shots

Exclusive Metal Fatigue

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anticipated DC fighter ever

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Release date set for Sword of

**▶** PLAYSTATION

Onimusha Movie (PS2)

Warrior Demon coming to PS2 thanks to Cancom

PS2 Commercials, Day 4

ads now airing in Japan

◆ NINTENDO 64

Three of the latest PS2 TV

Armored Core 2 Movie (PS2)

Big robots look even cooler on

Get Berseik

the Berserk

PlayStation2

Psygnosis's new RTS title

Look at Banjo-Tooie! One smokin' hot screen from N64's next big thing

Pokemon Webmaster Kid Nine-year-old prodigy to lead Pokemon Web site design

#### ◆ COMMUNITY

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Soul Calibur for Dreamcast was

great, but we've had six months

to play it to death. Enter Dead

#### Type-S Movie (PS2)

DOA2 Movie!

or Alive 2...

Just a few more days before PlayStation2 hits the streets and we have footage of the best of what's to come ...



#### Hydro Thunder

Welcome to the world of Hydro Thunder. You'll hurtle off cliffs. knock out other boats, and scurry to win the race ...



#### ECK IT OUT >>

#### **WWF Smackdown**

Fortunately for WWF fans, an exceptionally exciting wrestling experience has finally arrived on the PlayStation..



Exclusive Metal Fatigue Demo! Ace Combat 3 Playstation

#### STRATEGY GUIDES

NHL 2K [DC] Asteroids Hyper 64 [N64] IN641

#### **⇒** DEMOS

Star Wars: Pit Droids NASCAR 2000 Superbike 2000

Codename Eagle



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## Spill Yer Guts!

Got a burning question you need answered? Want a gaming matter cleared up once and for all? Need to vent some bile? We'll accept any and all of your thoughts. This, your letters forum, is the place to shout. Send all intelligent missives to: incite PC Gaming, 650 Townsend St., Suite 305, San Francisco, CA 94103 USA. Alternatively, put finger to keyboard, and type to us via email at letters@incite.com.

#### LETTERS FROM READERS

#### Victoria Can't Be Beat

I just wanted to drop a line and say thank you for producing such a great magazine! The CDs are great, and the magazine itself rocks. Seeing Tiger Woods on the cover was awesome (he's my favorite golfer!), but Victoria Silvstedt's cover can't be beat...though I dare you!:-)

Jace Moon Saskatoon, SK. Canada

#### Keep up the Good Work

I just finished reading Mr. Kaiafas' opening statement on page 4 of your 5th issue, and I only have one thing to say: "F—king way to go!" I loved your mag from the first

issue! It was different, fresh, not afraid to say what other PC gaming mags would never dare say. I used to have subscriptions to all of the major PC gaming publications, but stopped because it seemed as though they just went stale. But incite is nothing of the sort. Mr. Kaiafas said what every gaming mag EIC should! Thank you, incite, for braving new ground and providing the finest gaming mag out there today! As long as you are around you'll always have my subscription! Keep up the great work, everyone!

John Trussell
Via the Internet



I just received my free issue of incite PC Gaming magazine. At first I didn't even know what this magazine was about. After all, there was a half-naked woman wearing bondage-type clothing on its cover. But after closer scrutiny I saw that the magazine was devoted to PC gaming. I happen to be a female adult gamer. I would have to say that the marketing folks are targeting a certain adult gaming audience...shall we say male?

I am not opposed to magazines that show adults in various stages of undress. I am not opposed to seeing a new gaming magazine try to appeal to adult audiences. But if you only realized how many adult gamers are ladies, I think you would change your tactics.

How about some fair time for the ladies? Start making sure that you feature some half-naked gorgeous men on the cover, on the CD-ROM, and in detailed photo shoots inside the magazine's covers. Oh, but then



THE 7TH GUEST Do Steve Klett and his LPB buddies enjoy crashing HPB servers?

the *male* gaming audience would start assuming that you are now marketing to an "alternative" male gaming audience.

I just wonder how many other women you might be losing as paying subscribers because of this flashy new marketing ploy.

Caroline Perkins
Via the Internet

#### **HPB** Retaliates

Mr. Klett,

Believe it or not, motormouth, there are still a ton of us gamers who live in the sticks, and 56K is the fastest thing available. You'll never see this HPB (high-ping bastard) complaining about ping, but you tell me why it is that if an eight-person server has seven players with pings above 200, the empty slot will be filled by one of your LPB (low-ping bastard) buds looking for easy kills to boost his stats?

Mike Wood Via the Internet







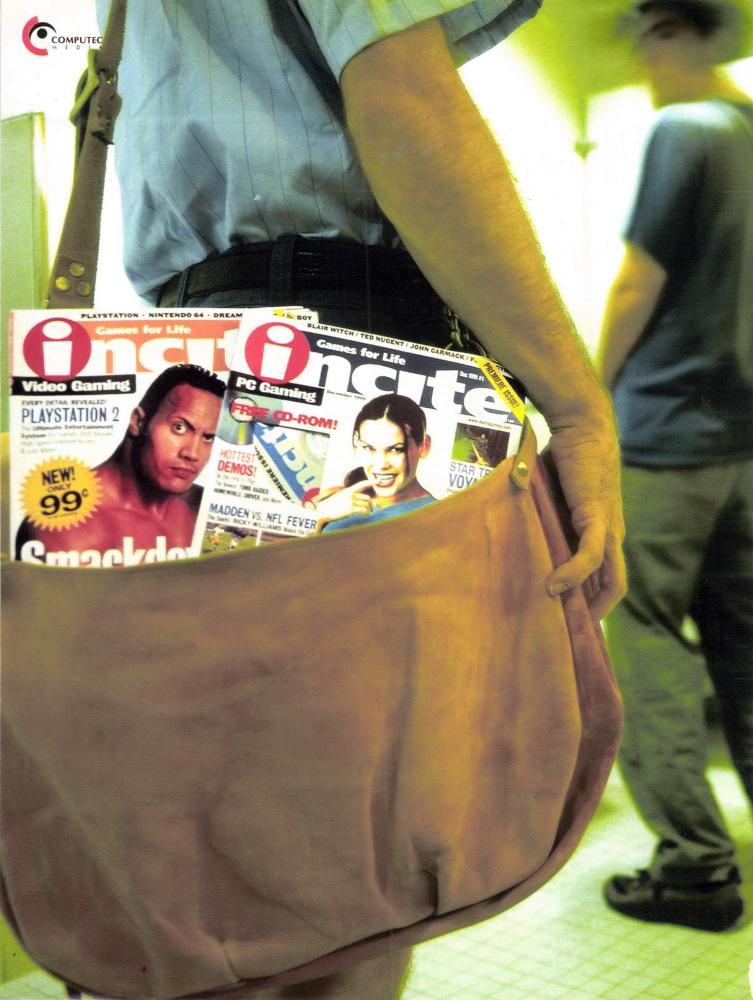












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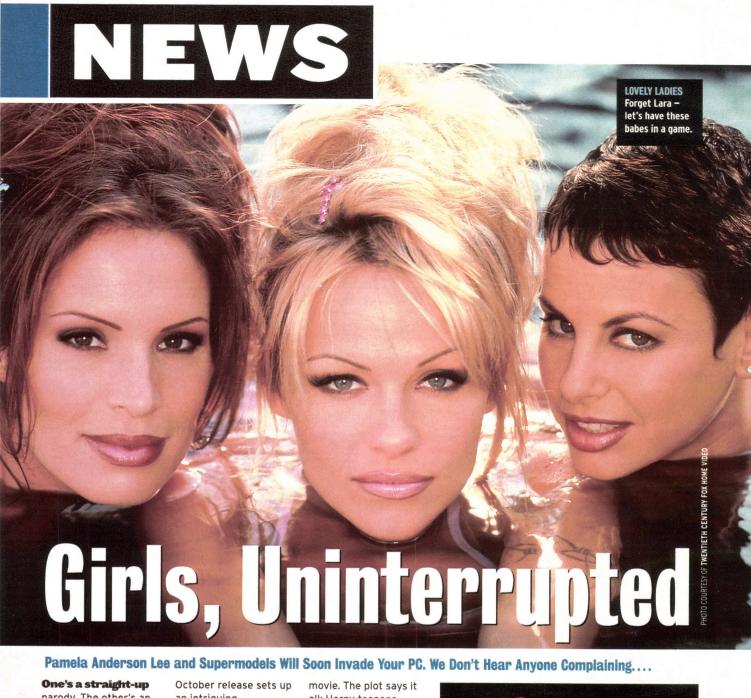


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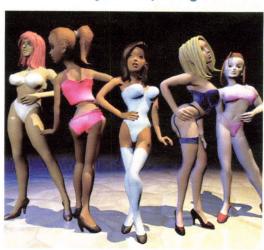
One's a straight-up parody. The other's an action farce. Both will grab your attention, if not the cash in your wallet. Pamela Lee's top-rated syndicated TV series, VIP, will soon be a PC game, thanks to the efforts of UbiSoft.

Gamers get to play Lee's character, bodyguard Vallery Irons, and use weapons and gizmos to protect a client. UbiSoft plans to give the 3D actionadventure the same tongue-in-cheek flavor as the TV show. VIP's

October release sets up an intriguing confrontation: Octagon Entertainment's game version of the Tia Carrere syndicated series, Relic Hunter, is supposed to come out around the same time.

Even more babes are on the way, courtesy of Simon & Schuster's Panty Raider, which takes an unabashed poke at - what else? the Tomb Raider series. Panty Raider's developers promise more adolescent hijinks than an old Porky's

movie. The plot says it all: Horny teenage aliens force your character, Nelson, to storm a desert island full of lingerie-wearing supermodels and snap pictures of them. Tactics that you're required to use in order to get the ladies out in the open include setting bait (credit cards and breath mints) and using tried-and-true pickup lines. We wish were were joking about this, but we're not. Panty Raider exposes itself next month.



UNDER WHERE? It's a mad, glad hunt for lingerie on a desert island in Panty Raider.

## **Collecting Trek**

#### Activision Keeps the Star Trek License Alive. Thanks, We Think....

Just when you thought there's nary a place where no game company has gone before with the Star Trek license, Activision announced it is releasing an online-only title called Star Trek: ConQuest that will appeal to fans of collectible card games like Magic the Gathering. ConQuest gamers assume the roles of the omnipotent Q race, then amass a collection of Star Trek characters and ships

to use as pawns against other Q players.

Employing what it calls
Collectible Bits
technology, Activision will
create a supply-anddemand system for the
150 types of pawns. Each
individual piece gets its
own unique history, and
will rise and fall in value as
the game progresses
online. Producer Jeff
Holzhauer predicts a lots
of buying, selling, and
trading among ConQuest



**Q TIPS** ConQuest Players try to outwit each other using Star Trek pawns.

participants. There will also be a steady stream of expansion packs after the game debuts in the spring.

Let's Bring Out the Thermometer to Gauge the Latest Happenings in the Game Industry

### Star Trek Goes Massively Multiplayer

Activision confirmed plans to release a game in which fans can enter and experience the *Star Trek* universe. Isn't this what *Trek* conventions are for?

#### The X-Files

Fox is developing a new *The X-Files* game for the PC. By the time it comes out for the holidays, it might be too little, too late, though – it looks like the TV series will end in May.

#### ■ EA Buys Dreamworks Interactive

Steven Spielberg's humbled game division hasn't exactly taken the industry by storm. Now that EA is running the show, let's hope DreamWorks can come up with better products than *Trespasser*.

#### Antisocial Gamers

A recent University of Iowa study proclaims the number of "excessive" gamers (who log 27 hours or more per day on the computer) is growing.

#### Tomb Raider V

So much for that *Last Revelation.* Eidos plans to release a fifth Lara Croft adventure around Christmas. Is there a better-looking cash cow than Lara?

Slithering Your Wa

Hidden in the labs of
Microsoft's Redmond,
Washington, campus, the "Evil
Empire" is up to some good. We
had a chance to sneak behind
had alchance to sneak behind
had alchance to sneak behind
had alchance to sneak behind

had a chance to sneak behind usually closed doors to check out some new hardware. Three new controllers are en route for Christmas, so you'd better start working on being nice enough to earn these goodies.

If you've ever grabbed Microsoft's original force feedback flight stick, you're already familiar with the jolt from the new Force Feedback 2 (\$99). The more comfy updated version has a raised throttle control and internal power supply that gives you better control and a bumpier ride.

Microsoft is billing the **Strategic Commander** (\$60) as ideal for realtime strategy games. But it is more
of a left-handed gaming
supplement. With the ability to pan,
zoom, and record macros, this
controller can work well within
first-person shooters, flight sims,
and role-playing games. It's also
good for mapping Word and Excel
macros at the office.

With the **SideWinder Game Voice** (\$70) you'll be able to talk smack to your opponents, chat with teammates, or make your own commands at the push of a

GAME VOICE Forget typing while you frag, talk some in-game trash.

STRATEGIC COMMANDER

Lefties will love this

mouse for RTS games.

#### **FORCE FEEDBACK 2**

Shake, rattle, and roll in your flight sims and driving games.

button. It will also come with email, chat, and Internet telephony software. The downside: hearing some 13-yearold's taunts after he frags you.

32°F

TEPID

PIPING

#### RANTING

THIS NUMBERS
GAME SUCKS!

#### STOP MESSING WITH MY HEAD!

Wil O'Neal Wants to Know Why the Hell Game Developers Think We're in 2001

**No sooner did** we receive our copies of EA Sports' Triple Play 2001 than we got copies of EA Sports' Superbike 2000 and F1 2000. "Hey," I thought to myself, "I just got a 2001 game followed by two 2000 games. What gives?"

I'll tell you what gives: In past lives marketing people probably had lucrative careers in the snake-oil business. I remember in the latter half of 1995 when Microsoft first released Windows 95. It actually seemed strange to me that they would release a product labeled "95" that would exist for only a few months in the year from which it got its name. "Alas, poor William, you've much to learn about positioning software. Mainly, that your grasp of the ways of product placement is precarious at best."

Deferring to a more adroit authority, I asked John Rodman, product manager at Microsoft's Sports Games Group, who might have started this trend. "I'm not sure who started it first in the baseball space. But it would take a rather bizarre act of faith from EA, 3DO, and Microsoft to all agree and say, 'Hey, let's turn our marketing clocks back a year so that Wil can't bust our chops about this again!""

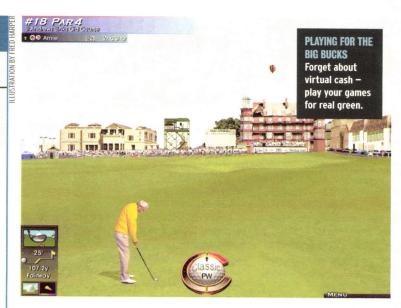
Maybe it was the Windows 95 debacle that led to software developers giving themselves a "lead," so to speak. I bet the high-level product planning meeting went something like this: "We're gonna call the game NBA 1997 to coincide with the beginning of the 97-98 season." Another guy in a suit responds, "But we want people to buy the game well into next year. And who wants to buy a game called 'NBA 1997' in 1998?" "Good point, Bob," another attendee probably chimes in, "Let's call it 'NBA 1998.' This embodies our company's spirit of moving forward. And it'll add to

the product's shelf life. Yeah, that."

When asked, Charlie
Scibetta, public relations
manager at EA Sports,
had this to say, "When you
guys start actually dating
the issue that comes out
in September as the
September issue
instead of the
December issue so that it
has a longer shelf life,
then we'll talk! Ha!"

Touché Mr. Scibetta. Let's call it a draw. And I promise I won't share our little secret with anyone if you don't.





## **Microsoft Tee Party**

Drive for Show, Putt for Dough in Links LS Tournament

**Microsoft's MSN** Gaming Zone and its *Links LS* golf game are setting up a league of cybergolfers in which the competitors can win cash prizes just like the big boys.

The Wingspan Virtual Golf Association (www.zone.com/vga) gives players the chance to step onto Links LS' green and compete in a series of officially sponsored online golf tournaments. Monthly competitions began in March and will coincide with actual events for most of the year. Events include the British Open and the Bay Hill Invitational. Microsoft will organize a semifinals tournament in October that pits the top 70 money-board winners against one other. The four top finishers will get a free trip to Hawaii to vie for the \$100,000 grand prize.

Not bad, considering that with EA Sports' Play Against the Pros feature (seen in its *Tiger Woods* 2000 game), the best prize up for grabs is a \$25,000 Buick Regal. We'll take real life, thank you.

### **Special Anomalies**

Lucas to Release Special-Edition Video of *The Phantom Menace* 

Though George Lucas didn't make any friends when he decided that Star Wars: Episode One – The Phantom Menace wouldn't be out on DVD anytime in the near future, he may make some hardcore fans when the movie is released on VHS this month.

Dubbed the "Special Widescreen Video Collector's Edition," the videotape will include a widescreen version of the film as well as a behind-thescenes documentary with exclusive footage.



## QUOTES+QUIPS

GET TO KNOW THE PEOPLE RESPONSIBLE FOR THE GAMES YOU PLAY

THIS MONTH'S QUESTION:

#### WHAT'S THE OLDEST GAME ON YOUR HARD DRIVE?

#### Will Wright Founder - Maxis (The Sims)

Steel Panthers. I grew up playing the old hex-based, board wargames, and I still enjoy playing them on the computer from time to time.

#### **Bill Roper** Senior Director — Blizzard Entertainment (*StarCraft, Diablo II*)

I still have a copy of WarCraft II on my computer as a reminder of what can be accomplished when you work with a clear goal in mind and have a great team to work with. Also, it was the first game that I really got to contribute to from a design and producer standpoint so, like an old friend, it always brings back many good memories.

#### **Jeff Brown** Lead Game Designer — Oddworld Inhabitants (*Abe's Exoddus, Munch's Oddysee*)

Civilization II. The depth of play, infinite replayability, and "just one more turn" feeling keeps me playing year after year. Plus, its fun to overrun the French cannons with my horde of Mongol tanks.

#### **Robert Atkins** Lead Artist — Ritual Entertainment (SiN, Heavy Metal)

Work system, believe it or not, SiN. I am still trying to figure out why gamers didn't connect with the game. A prime example of how a few bugs can ruin a great game. Too bad. With the home system, WarCraft II is still my old standby. It really pisses me off because I can't get by the last mission.

#### **Sverre Kvernmo** Level Designer – Third Law Interactive (KISS: Psycho Circus)

An emulator for the *Rygar* arcade game, an old classic. If you only count games that originated on the PC, it would be *Doom*.

#### **Alex Mayberry** Senior Level Designer – Electronic Arts (*The World is Not Enough*)

Adventure for the Atari 2600 (emulated on the PC). This is the first game that I ever truly fell in love with. It's also a reminder that great gameplay will always conquer stellar graphics.

#### **Brian Pelletier** Project Leader – Raven Software (Star Trek Voyager: Elite Force)

*Doom.* Since it's the game that pretty much started the genre that I make games in, it would like be some kind of sacrilege if I didn't have it on my computer.











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#### **TOP 20**

In association with The NPD Group, here are the best-selling PC games for February.



#### Who Wants to Be a Millionaire • Disney Interactive • Lifestyle

Unfortunately, everyone still does. Spreading like the bubonic plague, the cult TV game show's PC counterpart is still topping the sales charts. Ugh! Give us a ifeline, please! We, however, are anxiously awaiting Kathy Lee Gifford's Who Wants to Exploit Third World Nations?







#### RollerCoaster Tycoon

Hasbro
 Simulation

· Hasbro Int. · Shooter

· Hasbro Int. · Lifestyle

· Hasbro Int. · Lifestyle

Age of Empires II · Microsoft · Strategy

trend continues.

Centipede

The thrill of creating your own vomit-inducing rides keeps gamers shelling out money for this.

Pikachu & Co. drop from the top

spot of the charts. Let's hope the

**Parker Brothers Classic Card Games** 

Don't feel like playing Gin Rummy or

Mille Bournes with your neighbors? You aren't alone out there.

Milton Bradley Classic Board Games

People are playing Parcheesi and

Gamers should put ads in the

classifieds: SWM seeks Napoleons-

You can't make a good rollercoaster

in-training for world domination.

Connect Four on Pentium III 700MHz PCs. What a waste of chip speed!





#### N Unreal Tournament • GT Interactive • Shooter

Variety is truly the spice of this game, and sales show it. This launches into No. 11 this month.



This month Half-Life loses the FPS race to



The Tom Clancy commando game has you saving the world yet again as it storms up the charts.





Proof that you don't have to make great games. Just do mediocre ones and bundle them together.



#### Rainbow Six: Gold Pack Bundle

• Red Storm • Strategy
The deluxe version of the original still sells well while Rogue Spear leads the charge.



Mayday! Mayday! FS 2000 is dropping like a



stone on the charts. Get the parachutes! 17 A 19 Starcraft Battle Chest
• Blizzard • Strategy



More sci-fi RTS battles than you can shake a Zerg at. Not bad for a two-year-old classic.



#### Hoyle Casino 2000 • Sierra • Lifestyle

We can think of worse ways to brush up for that next big trip to Vegas.



C&C Tiberian Sun



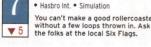
#### • Westwood • Strategy

The Sun is slowly fading, but an expansion pack could give it its second wind.



#### Dirt Track Racing

20 N Dirt Track Racing
• WizardWorks • Driving
Who wouldn't want to get down and dirty in the mud with a car? Check TNN for local listings.



8

#### Ouake III: Arena

· Activision · Shooter

**RCT Corkscrew Follies** 

Bloodthirsty online gamers are still snatching this one up quicker then quad damage.



## **CHART LEGEND**

#### Position Last Month A 0 -Movement Moving up Same position R Reentry Moving down

#### **RANK RULES**

Chart information on this page provided by The NPD Group (NPD **TRSTS** Interactive Entertainment Service).







-N Centipede • Hasbro Int.

Unreal Tournament . GT int

A ▼2 Half-Life . Sierra

Half-Life Opposing Force • Sierra

Quake III: Arena • Activision

▼N Half-Life Adrenline Pk. • Sierra

Delta Force • Novalogic

Quake II • Activision

10 v9 Unreal • GT Int.

9 -N Ex. Paintbrawl 2 • HeadGames

Hasbro has locked up the category with Centipede, knocking down heavy hitters like Quake III and Unreal Tournament.

### Sports

Deer Hunter 3 • WizardWorks

Big Game Hunter 3 • HeadGames

Whitetail Fever • Valusoft

4 A 7 Big Game Hunter • HeadGames

Deer Avenger • S&S

6 43 Deer Hunt Challenge • EA

Deer Avenger 2 . S&S

8 -12 Deer Hunter 2 • WizardWorks

9 4 Links LS 2000 • Microsoft 10 VIO NFL Fever 2000 • Microsoft

Notice all the hunting games in the top sales spots for sports games? Just one question: Do the deer consider it a sport?

### Strategy/Sim

RollerCoaster Tycoon • Hasbro Int.

9 🔻 Age of Empires II . Microsoft

RCT: Corkscrew Follies • Hasbro Int. R. Six: Roque Spear • Red Storm

5 V4 R. Six: Gold Pack • Red Storm

6 75 Starcraft: Battle Chest Blizzard

C&C Tiberian Sun • Westwood 8 V6 Starcraft • Blizzard

9 A14 SimCity 3000 • Maxis 10 v7 Pokémon Blue • The Learning Co.

Disney may rule the real-world amusement park biz, but Hasbro's Tycoon has the amusement sim genre all locked up.

#### Deer Hunter 3 · WizardWorks · Sports

Those deer may not be armed, but just look at 'em...they're asking for it. Cute and cuddly, our asses.



### Life Sentences

Cheat Your Way Through Maxis' The Sims

Having trouble dealing with life in *The Sims?* Try out these handy codes, which, among other things, will supply you with enough dough to afford that flat-panel plasma TV set you've had your eye on. Hell, you might even be able to upgrade your crappy little house to that mansion on the hill.

Too bad some of these codes don't work in real life. Our life could be much more interesting. During a game, press the following keys at the same time: Ctrl, Shift, C. Afterward, enter in the following and have fun:

KLAPAUCIUS Lines your wallet with 1,000 simoleons.
WATER\_TOOL Places water anywhere around your house.
SET\_HOUR (value 1-24) Lets you manually set the time of day.
SIM\_SPEED (value -1,000-1,000) Make time go more quickly or more slowly.

**INTERESTS** Gives you ability to tinker with a Sim's interests and personality.

AUTONOMY Mess with a sim's self-sufficiency.

GROW GRASS Give yourself

control over the lawn.

**MAP\_EDIT ON** Lets you customize the map.

MAP\_EDIT OFF Duh. HISTORY View a sim's family history.

#### CAMPAIGN ROADSHOW

Every month our readers scrutinize the print and TV media for inventive, humorous, or off-the-wall adverts. Here are this month's picks.

#### **TOP PRINT ADS FOR MAY**



#### REDSTORM SHADOW WATCH

We admit it: We're suckers for comic books. This stylish ad does a bang-up job of giving us a taste of *Shadow Watch*'s interactive graphic-novel qualities. We still have no idea what the game's about, but who cares?





Where's a magnifying glass when you need one? This ad gives us the sudden desire to melt plastic soldiers. We weren't big fans of the original *Army Men* game, but thanks to this ad, we're looking forward to playing *Air Tactics*.

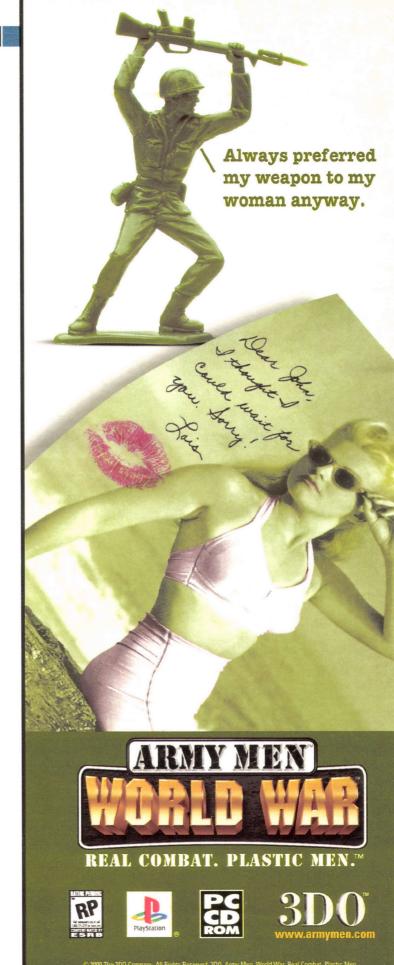




#### DIAMOND MULTIMEDIA

The Keanu Reeves/Matrix wannabe doesn't scare us. Still, the message is an effective one, if only because it reminds you that a superfast 3D card can give you the edge when you're blasting away the competition – or running away like a coward.







#### HANK GOD EVERYTHING'S NOT POWERED BY VOODOOJ.

With the world's first full-scene hardware anti-aliasing and our proprietary

T-buffer "cinematic effects engine, the new Voodoo5" is the most powerful 3D accelerator card on the planet. Want proof? See for yourself @ www.3dfx.com.

FULL-SCENE HARDWARE ANTI-ALIASING: INSTANTLY SHARPENS AND SMOOTHES THE GAMES YOU ALREADY OWN. T-BUFFER CINEMATIC EFFECTS ENGINE: THE MOST REALISTIC 3D ENVIRONMENT ALLOWED BY LAW. UP TO 1.5 GIGAPIXEL/SEC.

FILL RATE: TEAR THROUGH LEVELS,
BURN THROUGH SCENES.

301

SO POWERFUL. IT'S KIND OF RIDICULOUS





# TheGODS **Must Be Crazy**

#### **FACT FILE**

- PUBLISHER Interplay
- **■** DEVELOPER
- GENRE Real-time strategy
- PLAYERS 1-8
- Release Date Q3 2000

We Get the World **Exclusive** on What May Be the Future Real-Time Strategy Game of the Year

Shiny Entertainment is famous for taking game genres and putting a unique spin on them, as we've seen in Earthworm Jim, MDK, and Messiah, all of which stand out among their peers in one way or another. Now Shiny is turning its attention to the real-time strategy genre for the first time with Sacrifice.



#### INSIGHT

# Q. Will you be able to sacrifice virgins in the game?

A. Um...we're not sure about the status of the creatures' sexual experience and, frankly, we don't want to know. So we'll just say no on this one.

#### Q. Will creatures and their experience carry over between missions?

A. No. The team decided the fun factor gained from adding this would be negligible. R olling hills carpeted with soft green grass extend in all directions as far as the eye can see. Birds and butterflies flit about under an azure sky that contains but a few puffy white clouds that drift serenely far above. Small fields of flowers blanket the landscape, which is also marked with groves of lush green trees. A rainbow casts its kaleidoscope of colors into the vibrant mix, topping off the scene.

It's easy to get lost in the beauty of the surroundings. Loping down one hill and up the next — exploring with childlike abandon — I almost want to skip through the flowers. Notice I said "almost." Real gamers don't "skip" — we blow things up, dammit! But the peacefulness of the environment is managing to



FINGER OF DOOM This gives a whole new meaning to getting the finger.

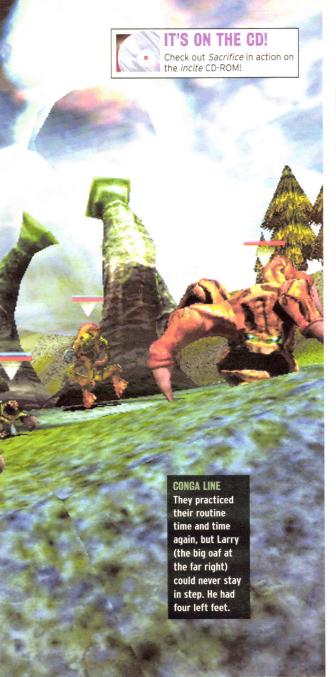
seep into my "seek and destroy" psyche to the point that I think about how lovely it would be to stop where I am, build a house, and plant a garden.

Then, as I round the top of the hill and start my way down into the



ALL TOGETHER NOW "Hey, we should try synchronized swimming next!"

next valley, reality hits me like a sledgehammer. The peaceful canvas that has surrounded me is shattered by the image of scores of frightful beasts of all shapes, sizes, and descriptions embroiled in a noholds-barred battle to the death.

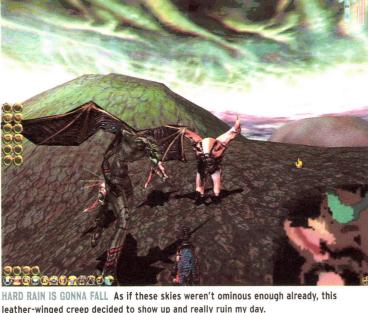


The sheer mass of the conflict is staggering. Golden Dragons swoop down and shoot wide tongues of flame at the combatants, rendering many creatures into little more than briskets. Orcs rip limbs from Ice Goblins and toss their bodies aside like used-up rag dolls. And Trolls bash skulls into mash with wild abandon. Bodies of dead and dying creatures litter the ground, their blood staining the grass where they fall.

I'm a Wizard, and I'm at war! While traipsing about here in the world of Persephone - The Goddess of Life - I got so caught up in the beauty of my surroundings that I forgot myself. And, alas, my failure to focus is fatal. Before I have time to gather my wits and launch into

The peaceful canvas is shattered

by the image of scores of frightful beasts embroiled in a noholdsbarred battle to the death.



leather-winged creep decided to show up and really ruin my day.

the fray, a giant volcano erupts in front of me, shaking the ground and casting huge molten rocks at any and all creatures nearby - including me! I scramble to get away as fast as I can, even casting a Speed spell on myself in a vain attempt to escape, but it is too late. My last vision of what had been an idyllic world is that of a massive flaming rock slamming into my face.

#### **Potential Unveiled**

Welcome to Sacrifice, a potentially groundbreaking, fully 3D, real-time strategy game from those devilishly creative minds at Shiny. In what is a first for Shiny - more specifically, for the company's gregarious leader David Perry – the game has been kept firmly under wraps until nearly complete. incite PC Gaming scored an exclusive first look at Shiny's first-ever real-time strategy game, and we were blown away by what we saw.

From a graphical and technical standpoint, Sacrifice is one of those rare games that manages to stand out in its genre from the very first time you get a glimpse of it. And, as we learned more about the unique game world, story, and gameplay elements, that impression of freshness was strengthened. Only time will tell if Sacrifice will give the Command &Conquers and WarCrafts a run for your real-time strategy game money. However, at the very least,



IT'S A TWISTER... AUNTIE EM! Looks like these boys had better hit the storm shelter.

Sacrifice is an RTS game quite unlike any you've ever played before, and it is worthy of attention for that reason alone.

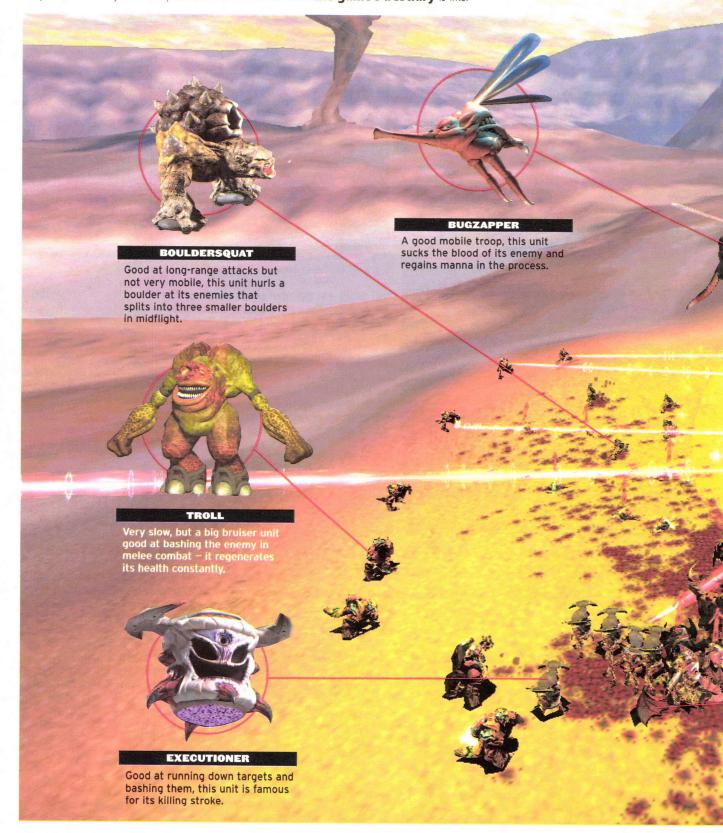
#### **Wrath of Gods**

The backstory and gameplay are tough to describe succinctly, but I'll try. There are five gods in the Sacrifice universe that preside over five realms. The roster of gods reads as follows: Pyro, god of fire; Charnel, god of death; Stratos, god of air; James, god of earth, and Persephone, goddess of life. As you might expect, each floating realm reflects the personality of the god who rules over it. So, Persephone's world is lush and beautiful, as described above, and Pyro's is a charred, harsh landscape.

You play the part of a Great Wizard and choose which god you wish to swear fealty to, and then you embark on a quest to defeat

# **CREEPY CREATURES**

The monsters in *Sacrifice* are a bit...um, bizarre. As you can see, the design team obviously found inspiration in many different places. Here's a taste of what **the game's bestiary** is like.





SHINY MAKES GAME EDITING IDIOT-PROOF

#### SO YOU WANT TO BE A GAME DESIGNER?

It's time to **start dreaming** about what your perfect *Sacrifice* level would look like. The DYI mission editor will have even total novices building epic landscapes.

# HAVE YOUR SACRIFICE YOUR WAY Sacrific simple create you se you'll sin fact as the what you have be a m ships of create your services.

Sacrifice will ship with an amazingly simple mission editor that will let you create a mission in real time. What you see on-screen is exactly what you'll see when you play the mission. In fact, the Sacrifice team refers to it as the WYSIWYG (what you see is what you get) editor. Of course, it will be a matter of hours after Sacrifice ships until we begin to see usercreated levels – which is great.

the four other gods and their wizard champions. Your reward: being named Lord of Magic and presiding over the five worlds as your god's right-hand man, so to speak. There will be more than 70 missions in the single-player game. The Sacrifice team could not be cajoled into coughing up much more story detail, but there was some scuttlebutt about a bigwig author being signed to lend his or her name (and pen) to wrapping it up in style.

However, it was the gameplay that really captivated us, and of that we saw plenty. In a novel twist for a first-ever look at a game (particularly a Shiny game) for preview purposes, *Sacrifice* was actually very playable and nearly feature-complete when we saw it. So, rather than having to just take the developers' word that

Your reward: being named Lord of Magic and presiding over the five island worlds as your god's right-hand man, so to speak. the gameplay would be unique, compelling, and fun, we could actually determine this for ourselves. Guess what? They were right.

#### **Spirit Me Away!**

The game is played from a thirdperson perspective. As a Great Wizard, you essentially act as the quarterback for your god's team of miscreants. Thankfully — and refreshingly — there's little to do in the way of resource gathering. You simply need to build an Altar and Manalith (mana station), and then it's time to find the action.

You start with a small number of creatures and creature-casting spells, which you must build up into a bigger force by engaging in battle. When you kill an enemy creature, you must sacrifice it to your god to win its spirit. That spirit, in turn, can be used to cast a creature spell and thus add another foot soldier to your army. You also gain access to new creature types in this manner, as well as work your way up to be able to cast more powerful types of creatures to lead in battle.

"There's a certain fun humiliation aspect to the game – especially in multiplayer games," says Joby Otero, art director for *Sacrifice*. "It's humiliating for my opponent to watch me not only kill one of his top creatures, but also drag it kicking and screaming back to my altar, where I sacrifice it to my god."

However, the need to collect spirits has far more dramatic strategic ramifications. "You can't just sit at your little command post harvesting all the minerals and resources in your area and hope to put up much of a fight," he says. "That's because the other guys [up to eight players can compete in a multiplayer game] are going to be going out and engaging in battle and soaking up the spirits and turning the tide of the battle in their favor." The time between getting your Altar and Manalith established and engaging in combat can be just a few minutes.

The importance of being

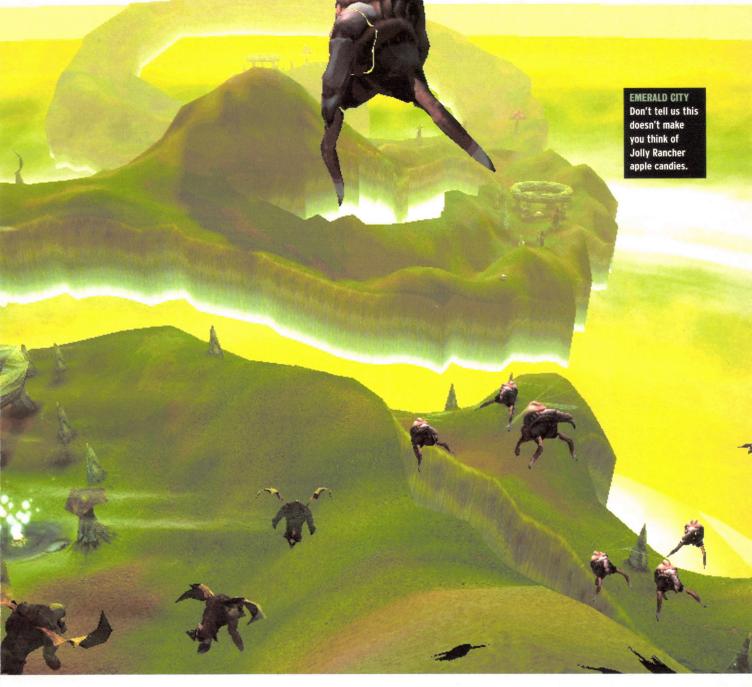
The importance of being proactive rather than reactive in Sacrifice is further compounded by the fact that early on in battles you'll have just a few creatures at your disposal — between 10 and 30. So, how you use or misuse each



VIEW FINDER Get used to seeing multiple views of the action and learning how to manage them all at once.









NICE SCHNOZ Sacrifice comes complete with an assembly of freakazoids.

one can matter a great deal. That means the loss of a single type of creature can swing the battle in your favor, or just the opposite. However, you can regain the advantage with a single small victory as well. Otero says it's



TROLL PARTY The Trolls never missed an episode of *Friends*. "Man, she's skinny."

common for the balance of victory to change hands many times in a multiplayer game.

I can't speak for you, but I found Sacrifice's lack of emphasis on base-building and resourcegathering a welcome departure You can take direct control of any one of your creatures at any time and see the action from its perspective.

from the style of gameplay found in top RTS games such as Age of Empires II, StarCraft, and Command & Conquer: Tiberian Sun. The Sacrifice team feels resource gathering and base-building bog down the gameplay, and can make for some long and dull games — particularly multiplayer games where people just sit back and build for long amounts of time.

"We really don't want to focus too much of the gameplay on where the players' structures are. We want to focus the gameplay on pretty much where the players want it to be, and that's where the battles occur," says Otero. "If you just sit back and try to build up your force, you won't win." Of course, as a Great Wizard





you can also cast a wide variety of offensive and defensive spells in addition to directing your creatures in battle. Better still you can take direct control of any one of your creatures at any time and see the action from its perspective. Other than spirits, the only other real resource is mana, which resides at random points on the landscape in small pools. You build a Manalith over the pools and the station acts as a radio station, broadcasting mana to you wherever you are on the battlefield. Of course, the closer you are to a station, the more clear and powerful the signal.

Everything in Sacrifice looks amazing and unlike anything you've seen before. The creatures are highly detailed and hand-animated, lending the game an almost tangible, lifelike quality. The game engine is capable of scaling to work most efficiently on a wide variety of machines, from lower-end Pentium Ils with a TNT or Voodoo2 card to the next-generation 1GHz Pentiums and Voodoo5s due out by Christmas.

#### Will It Be a Revolution?

Shiny has a reputation for being unique in a market full of "me too" game developers. And Sacrifice certainly looks like it will continue this trend. Let's hope Sacrifice's gameplay will score with Command & Conquer and StarCraft fans who are looking for a true 3D RTS with a style that's all its own. As gamers know all too well, graphics are great, the gameplay innovations I are what keep us coming back for more. It looks like Sacrifice has both covered nicely. We can't wait for the final game.



HEY, COME BACK! The friendly demon was misunderstood. If only he could show them he's not like all the other hellspawn.



# The Hand of (a Self-Appointed) God

BLACK & WHITE Shows Gamers a Little of What It's Like to Rule All They Survey.

■ PUBLISHER Electronic Arts ■ DEVELOPER Lionhead Studios ■ GENRE Real Time Strategy ■ PLAYERS 1-2 ■ RELEASE DATE Q2 2000

#### INSIGHT

# Q. Can I create a land rife with suffering and pain?

♣ Sure you can. Each of your deeds in Black & White is analyzed and transferred into the game. If you are an angry and evil overlord, your world will become gloomier – and your residents not so happy.

Q. Black & White sounds pretty complex. Is it the kind of game I can play on my lunch hour?

A. While it certainly is complex, the thing is, you can play for 10 minutes or two hours. It's up to you.

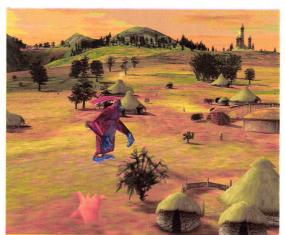
Developer Lionhead Studios hopes to simulate a living continent replete with intelligent beings who, if need be, are capable of living out their lives without having to be controlled by an omnipotent overlord – you.

By Florian Stangl

n Black & White your actions won't automatically trigger certain events. Rather, they'll alter the basic conditions of the simulation, which, in turn, will bring about new and different occurrences. In creating Black & White Lionhead has crafted a world where items, including people, behave realistically and in an interconnected way.

As an overlord you can lure your subjects out of the house with a gentle knocking on the door. If you grab them and put them in front of a couple of stones, they will start producing material from the rocks for new houses. All the inhabitants of the world continually pursue everyday activities they are used to: collecting food, playing, partying, building temples for you, going fishing, or just worshipping your divine greatness.

But enough with life's mundane chores; as a god, so to speak, you're all about praise. Not pleased with the frequency of your



PURPLE PEOPLE EATER This guy looks a little bit pissed. Hope the owners of these huts have their insurance paid up.



GIVE HIM THE FINGER You control your creatures by using this big, orange hand of doom. Molyneux has yet to confirm if you can get a god-sized manicure in the game.

disciples' reverence? Ring the big bell on the village square and they'll come running to the temple hell-bent on praising you. Sure, being revered by the masses is nice, but in *Black & White* it will actually have a tangible purpose beyond simply feeding your fragile ego. The homage paid to you by your disciples provides you with the manna necessary for casting the spells that are an essential part of the game.

Casting spells in *Black & White* won't always be a straightforward chore. For example: A fireball might frighten a rival only briefly. However, if you use the cursor to paint a pentagram on the ground prior to hurtling the flaming sphere, one ball will turn into five stronger ones. The strongest symbol you can use is the signature of lead designer Peter Molyneux. "I only configured this feature to prevent me from losing in the multiplayer mode," admits Molyneux with a big smile on his face.

Your denizens' moods will be of the utmost importance in *Black & White.* If the granary is filled, for instance, they will have more time for mating and other leisure time activities. When things are good, you can give nature a hand by simply grabbing a man and putting him next to a woman. Provided that both of them don't have any urgent problems, they may disappear into a hut and...well, be fruitful.

One thing is for sure: Black & White is probably the most complex game ever. Yet at the same time it hopes to be accessible. According to Lionhead it should be possible to master most of the game's functions in a matter of minutes. Helping you along in that regard are two advisers in the game — Petite Angel and Little Devil — who are on hand to help you find your way by offering up diametrically opposed moral possibilities.

Is it a strategy game? Is it a simulation? Or is it a role-playing game? Actually, *Black & White* has a bit of everything. As an overlord it is your task to rule your world. There are no predefined missions in *Black & White*, and the game's plot is nonlinear.

However, Black & White isn't about winning and losing. If you choose to neglect your loyal subjects, they won't all die out. Rather, they will simply take care of

# WE UNDERSTAND ...



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themselves. They will, however, lose faith in you, meaning that they'll stop worshipping you. Once this happens you'll have less manna and less influence in the world. Playing the game as a good, evil, or neutral overlord won't affect the length of the game nor the level of difficulty, however. Everyone will have the same chances; the game experience will just be different.

Molyneux is excited about how his team has implemented the preceding concept in *Black & White.* "For about two years now we have been playing test versions, and we've analyzed them to see whether the player's character really influences the game," he explains. "It can be seen best in the creatures. One of our programmers is a very quiet, introverted type, and his creature behaves similarly. Contrary to him, I am a terrible ruler and my world visually reflects that. It's pretty gloomy!"

Black & White doesn't have missions in the classic sense. There is neither a predetermined course of action nor branching storylines. In order to really give



STORMY WEATHER Black & White's graphics are superrealistic. Check out this rain!

players the feeling of being an overlord, Molyneux and his team leave it up to the player to determine the course of the entire game. Black & White shows the progress of the game through the slow transformation of the world and primarily by how the creatures – as alter egos of the overlord – are acting.

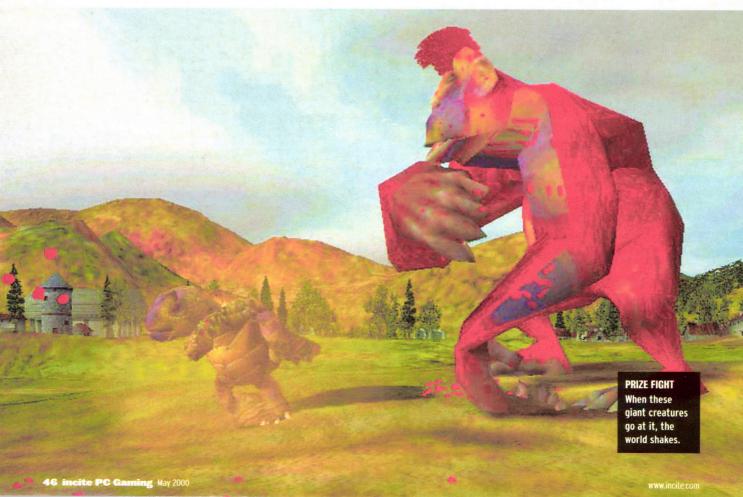
If your overlord is an evil entity, the game's creatures will look accordingly: they'll have darker skin, bigger teeth, and longer claws. Good overlords, on the other hand, will have brighter-colored creatures, whose movements are



NO, REALLY, YOU BLEND Mr. Polar Bear never quite fit in at his new home.

more graceful and generally more lovable. If you are a good-natured overlord, the world will become brighter, the colors will be more vibrant, and your positive tenure may be rewarded with the occasional rainbow. As a bad ruler you'll look down on a continent that is gloomy and has a population is too scared to do enjoyable things like play soccer and make love.

"It is pretty hard to become a really good or a particularly bad overlord," Molyneux states, "but anyone who takes the time can certainly achieve it." Not pleased with the frequency of your disciples' reverence? Ring the big bell on the village square and they'll come running to the temple hell-bent on praising you.



## "GAME OF THE YEAR" - PC ACCELERATOR

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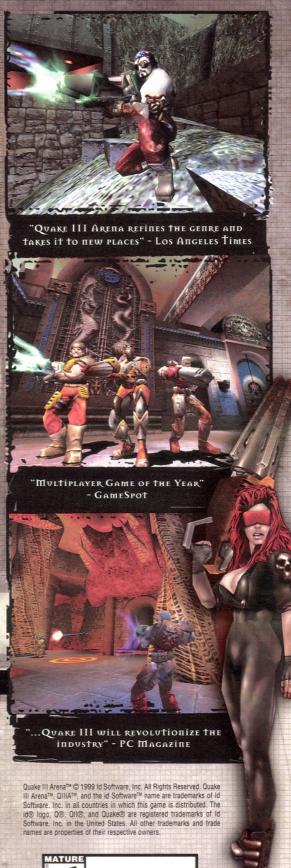


#### From the Creators of Doom

QUAKE III ARENA COMBINES ALL THE EXCITEMENT AND CARNAGE YOU EXPECT FROM ID SOFTWARE WITH GROUND BREAKING ARTIFICIAL INTELLIGENCE AND THE MOST POWERFUL 3D ENGINE EVER CONCEIVED FOR A GAME. WHETHER YOU WANT TO PLAY A CLASSIC FRAGMATCH IN THE SINGLE PLAYER MODE OR TRY YOUR LUCK AGAINST THE ONLINE PROS, QUAKE III ARENA DELIVERS THE BEST GAME PLAY YET BACKED UP WITH STUNNING GRAPHICS AND 30 CHALLENGING MAPS. ITS GOT SOME AMAZING NEW TRICKS TO SHOW OFF. THE ONLY QUESTION IS: DO YOU?







Animated Blood and Gore Animated Violence

# **South Pacific Redux**

COMMANDOS 2 Takes Gamers to the Pacific Theater and Tries to Storm the US Market.

■ PUBLISHER Eidos ■ DEVELOPER Pyro Studios ■ GENRE Strategy ■ PLAYERS 1-6 ■ RELEASE DATE Q3 2000

#### INSIGHT

Q. Will it be as frickin' hard as the first game?

A. It won't be a cakewalk, but real war

Q. Will I be able to blow up Alec "Obi-Wan" Guiness?

A. Sadly enough, Old Ben won't be killed in the game

The strategy game Commandos: Behind Enemy Lines was an international hit that didn't do quite as well here in the US, but Spanish developer Pyro Studios is hoping that expanded gameplay with many new features will take Commandos 2 to greater heights in the US and all over the world.

By Joe Vallina

he graphics in the original Commandos were impressive and detailed, but what we've seen in Commandos 2 are head and shoulders above those in the first game. In Commandos 2 you may find yourself in an enemy tank driving down exquisitely detailed French cobblestone streets. Realistically rendered Nazi soldiers will take potshots at you from halfdestroyed buildings that are so detailed, they look like they're

straight off a Hollywood soundstage - or a color WW II newsreel.

The greatest addition to the new version of the game is the Pacific Theater of war. Now, in addition to the European missions in which your team has to outwit the standard Nazi opponents, your commandos have to go island hopping in the Pacific, trying to rout the Japanese from their heavily fortified positions.

Commandos 2 will send you on many missions in the islands, including one that includes a now famous bridge over a river called Kwai. Pyro's Project Lead Gonzo Suarez Girard explains: "In the reallife story of the bridge on the river Kwai, the allies bombed it from the air. Obviously, our scenario in the game will be based more on the movie's version of events." But don't look for Alec Guiness to come to your rescue in Commandos 2: it

will be up to you and your crack team to save the day in the game.

Many more of the game's missions will take place in indoor environments this time around. Some of these indoor spaces include the interiors of downed aircraft, and many enemy buildings and jungle huts. Says Girard, "We wanted to really increase the amount of time your characters



FANTASY ISLAND Only what's floating in this lagoon is protected by machine guns.

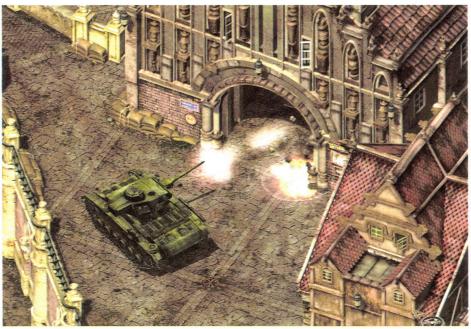




DO IT! Sure, the black market for ivory is booming. But don't join in, please.



ON THE INSIDE The cutaway look at this gun turret is the scene of one mission.



FLL DRIVE In Commandos 2 it's easy to take out your frustrations behind the wheel of a giant tank. Nothing quite says "hello" like a huge, armor-piercing projectile slamming through your front door.

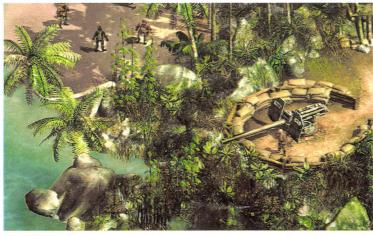
spend in the indoor environments, and we've put a lot of work into the indoor settings." The result of the team's hard work is nothing less than astounding. The rooms' level of detail is the highest seen in a Commandos game to date, and that's saying something, considering the ultrarealistic environments your characters traipsed through in the first game.

As was the case with the first Commandos, in Commandos 2 your mission will include keeping all of your team members alive and well, and this means you'll use stealth much more than brute force to accomplish your mission objectives. You'll need serious thinking abilities to get past all the sentries, guard dogs, and searchlights in Commandos 2, and gamers who are not used to putting on their thinking caps will soon get acquainted with the restart menu screen. According to Girard, the game will be just as difficult as the first Commandos, but the Pyro team is striving to make the scenarios more accessible and give gamers several options for finishing individual levels.

Whether Commandos 2 will be able to break into the lucrative US market in a bigger way than its predecessor remains to be seen. But we're convinced this will be a fantastic game that deserves to be seen - and played - by as many people as possible. 0



TALK ABOUT ROAD WORK. The next time you start to bitch and moan about the "gigantic" potholes on your drive to work, be thankful your street doesn't look like this.



GET THAT GUN This Japanese sentry thinks he's impervious to assault, but those measly sandbags are no match for our commandos' wits!

Now, in

addition

European

missions,

to the

# **Calling All Monsters**

THQ and Volition Are Bringing a New Dimension to RPGs With SUMMONER

■ PUBLISHER THQ ■ DEVELOPER Volition ■ GENRE RPG ■ PLAYERS 1 ■ RELEASE DATE Q3 2000

#### INSIGHT

#### Q. What other games has this team made?

A. Volition made Descent: Freespace and Freespace 2, and when it was a division of Parallax, worked on the original Descent games.

#### Q. Didn't these guys make an RPG too?

A. You might be thinking of *Descent to Undermountain*. That was somebody else. Don't ever mention that "game" to us again. Summoner begins as horrifically as a role-playing game can. A child accidentally unleashes a horror upon his hometown and flees the death and destruction he caused. Years later, he is called upon to strike up those powers once again to save his land from doom.

#### By Ryan Lockhart

There's no doubt that role-playing games are back in style. Whether you credit this resurgence to the recent crop of amazing releases under Interplay's Black Isle label, or the insane popularity of online role-

playing titles such as *EverQuest*, it doesn't matter. RPGs are hotter now than ever. So hot, in fact, there are no less than 10 major role-playing games set to ship this year.

#### New Kid in Town... Sort Of

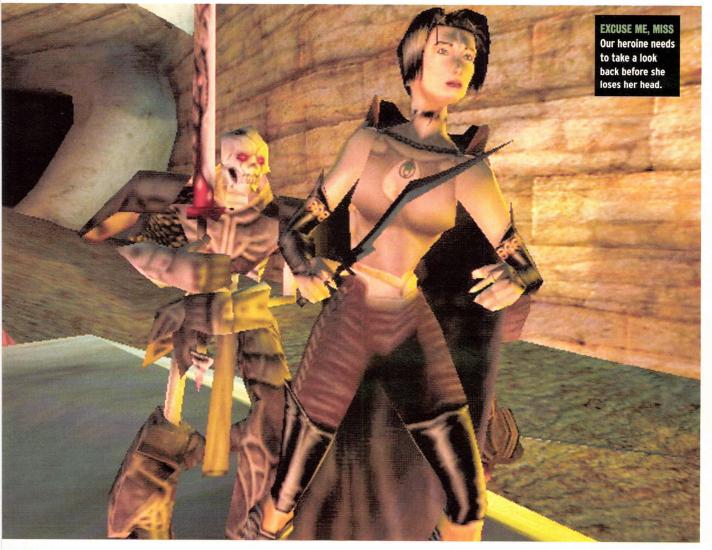
The easiest way to describe Volition's first RPG would be to call it *Baldur's Gate* in 3D. And while this description works on the most basic level – *Summoner* certainly attempts to present the same type of depth and playability found in BioWare's classic release – it doesn't come close to painting the full picture of what Volition has



DID I DO THAT? As a Summoner, Joseph can cast myriad crazy spells.



LOOKING FOR TROUBLE I don't think these guys are out taking food to shut-ins.





WE DON'T NEED NO WATER Summoner hopes to take the role-playing game to the next graphical level. Unfortunately, it's at the expense of whoever owns this once-beautiful apartment complex.

created. Sure, Summoner boasts some of the same type of real-time/instant-pause fighting and the adventure-heavy story line we first saw in Baldur's Gate. It also sports tons of action and a town so large it needs to load in new areas a half a dozen times. But from there Summoner strikes out on its own.

It's easy to see which games inspired Summoner — fans of early Ultima games, Baldur's Gate, and Daggerfall will feel right at home in this one — every aspect of this game, from the combat to the graphics, is unique.

#### **New World Order**

Don't let the fact that *Summoner* isn't based on an existing world upset you. At the heart of every good RPG is its story, something Volition is well aware of: It hired a professional writer with a stage background to weave a tale drenched in rich history, complete with notable foes, questionable ethics, and towns bursting with life.

When you walk through a city in Summoner, you'll interact with more than 100 NPCs. (The main city has closer to 200!) There will be children playing in the streets, people haggling over the price of a horse, and shows being performed. The cities in this game actually feel like real cities, and they're huge. When you walk through a city in Summoner, you'll interact with more than 100 NPCs.

When you're not shopping or gathering new story line elements in towns, you'll find yourself traveling through *Summoner*'s vast countryside. You'll also spend a lot of time exploring mazes beneath the world's surface, slowly making your way through an ancient dungeon or exploring a castle filled with mysteriously petrified townsfolk — and you'll also meet some nonfriendly citizens.

You'll confront more than 40 enemies, not to mention a handful of deadly bosses. Don't worry, though: You'll have help beyond your normal four party members. And instead of just the usual hackand-slash battles and magic found in most RPGs, Summoner allows you to also summon different beasts to aid you in combat or help you solve puzzles.

No matter how deep the storyline is or how compelling the combat, what makes *Summoner* stand out the most is its graphics. Screenshots just don't do this game justice. The textures, lighting, and spell effects are simply stunning. Not only is this game strikingly beautiful in still pictures, but the graphics really shine in motion.

Great care was taken to make sure the character animation meets the quality of the backgrounds they're presented on, and much of the focus was spent on animation. Using a bone-mesh system similar to that of many 3D action games, Summoner blends motions together – you'll never have a character "pop" into a position; everything is very fluid and natural-looking.

When will we see this game on store shelves? Unfortunately not until the fall, but games this size take time to complete. Volition is trying to create an adventure that combines beauty, gameplay, and story in one huge package. Roleplaying gamers have one hell of a treat coming.

SKIN AND BONES Summoner renders its characters in much the same way 3D action games do . The programmers first build a "skeleton" (left) and then wrap it in predrawn "skins" (far right).

The Tale is Legendary.

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# The Story is Yours.



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Dwell as a vampire in the legendary World of Darkness. Experience an epic quest in single-player mode, as you come to grips with your bestial nature and cling to your last shreds of humanity.



Interact with over 100 non-player characters in medieval Prague and Vienna and modern London and New York. Enlist the aid of other vampire clans who will help you overcome your enemies.

# **Kurasawa Hits the Small Screen**

bu Want Massive Battles With Thousands of On-Screen Soldiers? You've Got 'Em in SHOGUN: TOTAL WAR.

■ PUBLISHER Electronic Arts ■ DEVELOPER Creative Assembly ■ GENRE Real-Time Strategy ■ PLAYERS 1-8 ■ RELEASE DATE Q2 2000

#### INSIGHT

**Q.** I love geishas. Will there be any in Shogun: Total War?

▲ Dude, we're talking about feudal Japan. Of course there are geishas in the game. The thing is, they may be working for your enemies, so be sure to watch your back. What do you get when you cross the grand scale of Akira Kurasawa's epic flick *Ran*, the computing power of today's gaming rigs, and a gaggle of competent game developers? You get *Shogun: Total War* from Electronic Arts and Creative Assembly, that's what.

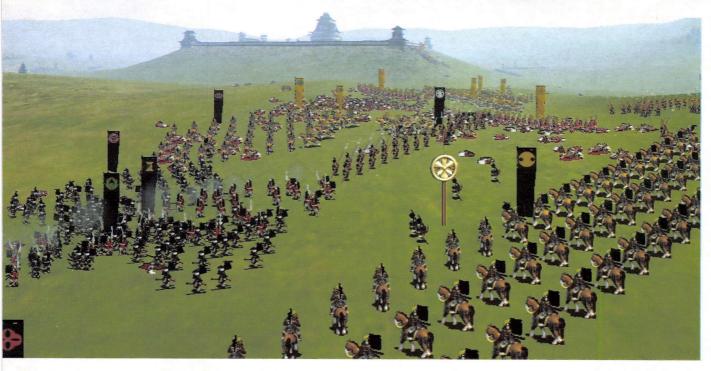
By William O'Neal

When we first saw this game at last year's E3 (the once-a-year game-industry convention) we were awestruck. Maybe it was the close connection to Kurasawa flicks, or "Whether it's a tank now or a guy on a horse 400 years ago, the rules of Sun Tzu still hold true."



16TH-CENTURY CHESS MATCH If you prefer, Shogun lets you play at the strategic level.

WARRIORS, COME OUT AND PLAY! The last thing you want is to have your archers staring down the hoofs of 60 or so pissed-off cavalrymen.



maybe it was the epic Myth II-like battles. Whatever it was, it got us salivating something fierce. Boasting battle sequences that invoke images from the likes of Braveheart, Saving Private Ryan, and any number of samurai flicks that feature thousands of soldiers, our thirst for digital blood had been whetted.

The Shogun: Total War story begins in 1542, and according to EA Product Manager Steve Perkins, this game is all about "massive Samurai warfare in 16th-century Japan."

After the fall of the last Shogun, control of the island of Japan (at the time, Japan consisted of one island) fell into the hands of seven different and often warring factions. Says Perkins, "You take on the role of one of these factions and battle it out. You're literally commanding thousands of Samurai."

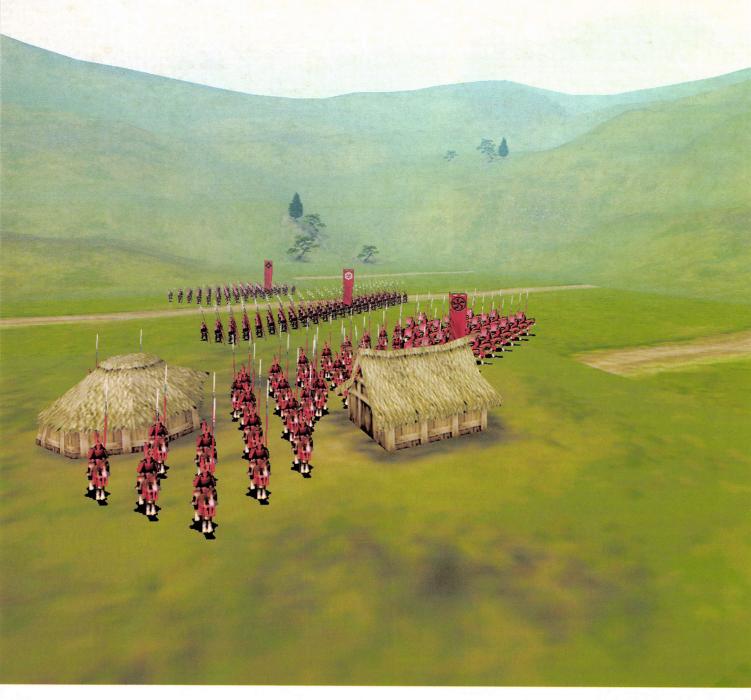
Shogun: Total War aims to be as accurate as possible in its portrayal of 16th-century Japan. Says Jason Fitzgerald, studio marketing manager for the game's developer, Creative Assembly, "We're lucky that we can be historically accurate without compromising gameplay at any time." The game will even include actual battles that took place at the time.

Adding to Shogun: Total War's strict adherence to accuracy, new technologies will be introduced in the game similarly to how they were introduced to feudal Japan. For example, guns will enter the fray only after the arrival of Portuguese missionaries.

Where Shogun: Total War should really stand out is its artificial intelligence, which is based on Sun Tzu's The Art of War. Fitzgerald explains, "At the beginning [of the development process] we were researching the period and looking at what the samurai were reading themselves, and we found out that they were reading Sun Tzu's The Art of War. It was already 2,000 years old by then, but they believed that there was a lot of wisdom in it and a lot of useful stuff for them."

Fitzgerald believes Sun Tzu's magnum opus is the perfect recipe for Shogun's Al. "It's a book about warfare where the rules of combat remain true even today. Whether it's a tank now or a guy on a horse 400 years ago, the rules of Sun Tzu still hold true. We also noticed that the rules of Sun Tzu were written in an analytical and numerical way, and a





lot of the time it was easy to take the rule and just put it into the AI. We also got lucky in that we have an AI that's been tested for a lot longer than average, because they're AI rules that have been around for more than 2,000 years."

While Creative Assembly is calling Shogun a real-time strategy game, it wanted to make it more than a little different from what gamers have grown to expect from the genre. Whereas other strategy games

consist of fast-paced resource building followed by fighting, *Shogun* hopes to focus more on the action at hand. But since it is a strategy game, resources will play a role.

Says Perkins, "Resources in the game are 'koku,' which is the amount of rice it takes to feed one man for one year. When you build a building, it costs a certain amount of koku, and it'll take a certain rumber of seasons. When you train troops, it costs a certain amount of koku."



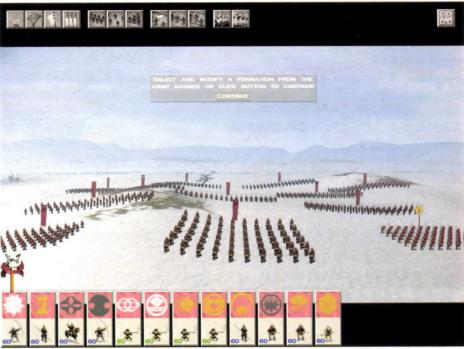
GOD AND GUNS Convert to Christianity and your boys will be packing heat.

#### SHOGUN: TOTAL WAR PREVIEW





**GEISHA GOODNESS** Shogun's geishas are hardly innocent bunnies.



FALL IN, TROOPS! Planning out each battle, including the formation and placement of your troops, will be an important factor in your success. Also, the standard bearer lets you know at a glance what kind of units they are.

Shogun: Total War will also be something like two games in one. Those of you who are more into strategy can play the game out at the strategic level, and those who are all about the 3D graphical experience will be able to jump in and control your units in the battlefield. Expect some epic battles featuring hundreds and eventually thousands of samurai. Control in the game will be of the click-and-move variety.

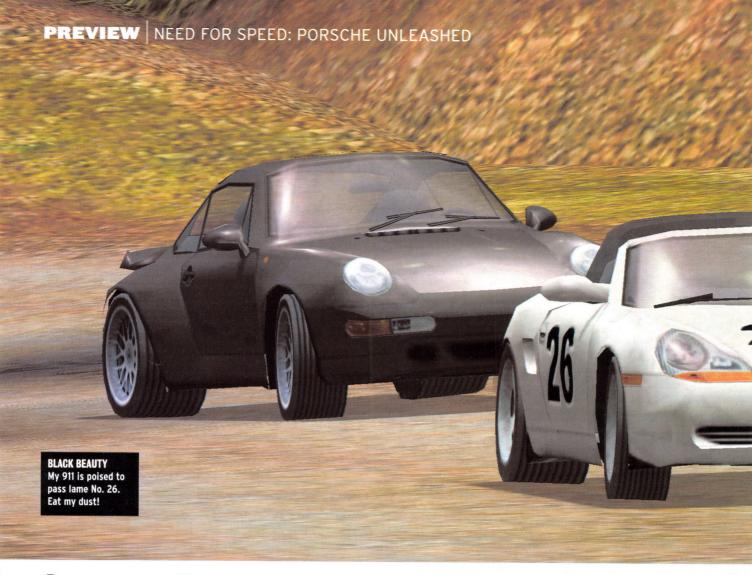
As one of seven warlords vying for control of Japan, you'll have a plethora of military resources at your disposal. Spies will play a crucial part in your attempt to become Shogun, as will Ninjas. The way Creative Assembly has incorporated Ninjas into the game is likewise unique. When you've trained a Ninja and have decided to send him on a mission, you're given a statistical percentage highlighting his possibility of success. Choose to go through with the mission and your Ninja will set about on his way. Once he's reached his destination, the game will cut away to a fullmotion-video sequence showing the Ninia in action.

Fitzgerald is sure hardcore gamers will welcome Shogun: "It will appeal to hardcore gamers for pretty obvious reasons. Hardcore gamers have been dying for a game "Shogun will appeal to hardcore gamers for pretty obvious reasons. Hardcore gamers have been dying for a game like this for a long time: a real-time strategy game in 3D that works."

like this for a long time: a real-time strategy game in 3D that works. A game where you stop thinking about how to play the game, and you can start thinking in more realistic terms, like, 'If I were a general on this battlefield, where would I put my troops? If there's a valley over there, how do I know that there aren't some guys hiding in it? If there are some trees over there and there are some guys hiding in the forest, how do I flush them out?"" What does it all add up to? "You can start to make more realistic decisions than the ones you would make in a top-down real-time strategy game," Fitzgerald notes.

That being said, however,
Creative Assembly is hoping
Shogun's connection to Kurasawa
and feudal Japan will broaden its
appeal. Says Fitzgerald, "Because
it's an intelligent and thoughtful
game it will also appeal to people
who don't play that many games.
Whether it's a businessperson who's
into the rules of Sun Tzu or
someone who's just into the military
or someone who's interested in
Japan, they will like it."

Look for *Shogun: Total War* to hit store shelves this spring. And if Creative Assembly and EA are right, lovers of feudal Japan will be falling all over each other for the chance to become Shogun. •



# German Engineering

Porsche Fans Should Be Delighted That the Next NEED FOR SPEED Will Be Porsche Heaven.

■ PUBLISHER EA ■ DEVELOPER EA Canada ■ GENRE Racing ■ PLAYERS 1-8 ■ RELEASE DATE Q2 2000

#### INSIGHT

## Q. So, I take it you get to drive Porsches in the game?

A Damn right, you can! You get to drive Porsche models from 1947 through the future.

Q. What's the right pronunciation: "porsh," "porsha," or

"porch?"

A. It's "porsha."

Q. How many times does the word Porsche appear in this preview?

A. Eighteen times.

What could be more fun than learning about the evolution of arguably the most beloved sportscar company in the world and getting to drive models dating back to 1947? Racing these expensive cars without having to worry about scratching the paint job.

By Tasos Kaiafas

ake no mistake: The challenge of a hyperrealistic computer driving simulation is a lot of fun, especially in a Formula 1 or a rally racing game. But there's something endearing about games like *Need for Speed* that let you drive true-to-life licensed cars. These are the kinds of cars that you sometimes see parked next to you at a traffic light and you



BACK IN TIME Getting to drive these classic models is a real blast.

can't stop staring at them, the same way you can't take your eyes off of a beautiful woman waiting to cross the street. Or maybe you're lucky enough to own such a car. Even so, you probably wouldn't dare race it recklessly on the open road unless



GLOOMY DOOMY Peeling out in the twilight never looked – or felt – so good.

you're a drugged-up rock star with a death wish and a large pile of cash in the bank.

For the rest of us, we have to get our kicks playing racing games. But with a good computer, a husky set of speakers, and a quality steering



CITY DRIVING Cruising down European city streets at speeds you wouldn't even think about in real life is a real thrill.



SPIN OUT Don't take that turn too hard. These '60s models don't handle that well.

wheel controller, you can still put on the driving gloves and place a fan to blow air in your face to get a visceral experience of what it's like to drive one of these dream machines.

Over the years no game has provided this kind of enjoyment like the Need for Speed series. Although it seemed to go astray in Need for Speed 2, the game's developer has rediscovered its roots. "The heart of Need for Speed is in open-road driving, something that's more like real life," says Producer Peter Royea, who has been working on Need for Speed games since the first one. "We wanted to bring it back to this, and also add more depth through the career mode and car customization options in the PC version of the game." Porsche Unleashed is proof positive that the series has found its way home again, this time all the way to Stuttgart, Germany, the home of Porsche.

Porsche Unleashed not only lets you drive virtually every Porsche

model since 1947, but it also gives you the chance to be a test driver for the factory or race your way through the evolution of the company. As in past Need for Speed games, you can choose any car and any track and compete against either computer or human drivers in a single or a Knockout race (the last-place driver gets knocked out of the next race until there is only one left). The game will ship with nine point-to-point roads and five closed-circuit tracks set in the streets of Monte Carlo. Each course also has numerous alternate routes for added variety. "It makes the game more realistic, since you can choose which way you want to go, like driving through the streets of a small village or staying on the main road," explains Royea.

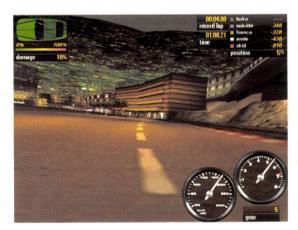
But new to Porsche Unleashed are the Factory Driver and the Evolution modes. This is where the real fun begins. As a factory driver, you start out as a member of Porsche's test-driving team; your goal is to become the lead test driver. To get there you'll have to beat the other test drivers who will challenge you in various driving competitions. Or, as Royea puts it, "you'll be driving for ego. We were able to see what it's really like to be a Porsche test driver, so [the game mode] is based on that. It's very competitive."

At first you start out going through skill tests, such as having Porsche Unleased has taken the **Need for** Speed series back to it's roots.

to pull off a 360-degree spin within a border of cones, but later other drivers will challenge you to, for example, beat their time on a specific road at night. You might also have to deal with pesky cops trying to nab you.

In Evolution mode, you find yourself in the Classic Era of Porsche, circa 1950. You have enough money to purchase a Porsche 356, and by winning races you acquire more money to upgrade your car or buy a new one if you choose. When you win the requisite number of races, you can advance to the Golden Era and then to the Modern Era.

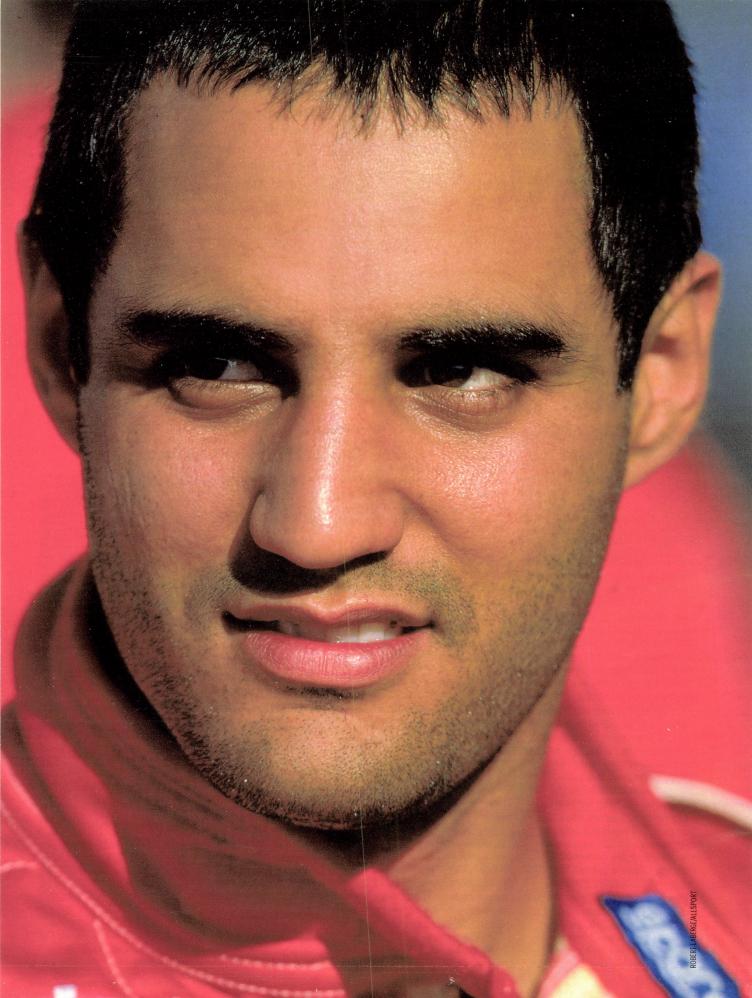
Although you'll be able to race over the Internet (or a LAN, or modem to modem), it won't be like Need for Speed: Motor City, an online-only game that lets you customize '50s-era. It'd be great to show off your tricked-out Porsche online, but the game should still be a blast both in single and multiplayer without it. 6



COCKPIT VIEW Not the most thrilling of views but you get a better sense of speed and the effect is quite exhilarating.



COUNTRY DRIVE Taking to the country is not your typical Sunday drive in Need for Speed: Porsche Unleashed.





### How Did CART Driver JUAN MONTOYA Get So Good at Racing Cars? By Playing Computer Games, of Course!

f Target team owner Chip Ganassi ever needs to find another driver, he might be scouring the local video arcades or checking out online racing leagues to find his replacement. You see, Ganassi - CART racer Juan Montoya's boss - is a firm believer that video games are the reason today's star athletes are breaking so many records in their respective sports.

"You look at Tiger, Griffey, McGwire, Montoya - you name all these guys, right?" begins Ganassi. "They're all in their early '20s. Well, something happened 20 to 25 years ago that caused all of these records to get broken." Something, perhaps, like the advent of video games? "All these guys have grown up with this stuff, whereas older athletes, their hand-eye coordination was never developed as it is today in these athletes. [For the younger athletes] it just developed at an earlier age, and that's why my theory is these guys, the good ones, are better tuned [for sports]."

If Ganassi's theory of sports sounds like a lot of bunk. this might help change your mind. Last year, the 24year-old Montoya won the driver's championship in his rookie season, a feat that has only been accomplished once in the history of CART (Championship Auto Racing Teams) racing, by the legendary Nigel Mansell. And anyone who knows Montoya knows him to be a rabid game fanatic, something he doesn't care to hide. "I love computer games. I freak with that," confesses Montoya, a native Colombian.

Montoya has already admitted he used Microsoft's CART Precision Racing to help him learn all the tracks and how to drive the courses in the CART circuit. But his gaming obsession goes further than any practical reason for playing a racing simulator. And apparently it truly is an obsession.

"You get on the airplane with him and he wants to play video games," says Ganassi. "I'll pick him up on the way to a race, and he's got his Game Boy in his hands. He can play Snake on my Nokia phone at full speed, and he's better than me at the one speed. I can tell you story after story."

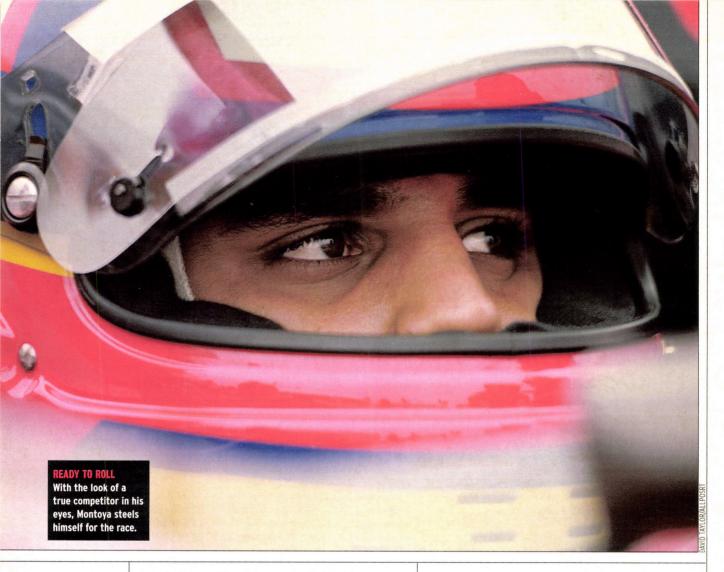
Here's Ganassi's favorite. Montoya had just won the race at the Rio 500 in Brazil. Ganassi, Montoya, and Jimmy Vasser (the other Target team driver) were to appear at a charity event taking place in Memphis the very next day.

"We had an appearance at St. Jude's in Memphis, so I had our jet picking us up from Miami on Sunday. I had my secretary organize a suite for us at the Doral in Miami. I got us some massages. We go down to have breakfast - you can imagine the breakfast buffet at the Doral on Sunday morning: fresh this, fresh that.

"So we say, 'Let's go hang out by the pool before we have to go to massages in a couple hours.' We're looking for Juan and we say, 'Hey, Juan, you wanna go



## **By Tasos Kaiafas**



down to the pool?' and Juan says, 'Nah, I think I'm going to stay in and play this game on the TV. I've never played it before.' We were like, What? We were going to the pool not only for the sun, if you know what I mean."

It's not like Montoya doesn't appreciate the ladies, but when asked what's better about being a successful race car driver — the beautiful women or being able to afford the best gaming computer and all the games he wants — he says both. The implication is that they're equally as enjoyable.

### Montoya admitted he used CART Precision Racing to learn the tracks.

#### **Virtual Reality**

Of course, it takes more than being good at playing video games and computer driving simulators to be a successful race car driver. It takes years of practice and schooling. "Being able to drive a car well in a game doesn't mean you will be able to do it for real," says Montoya. "It's a lot harder [for real] because you're really pushing the car to its limit." It also takes a strong will to win, train hard, and work long hours to

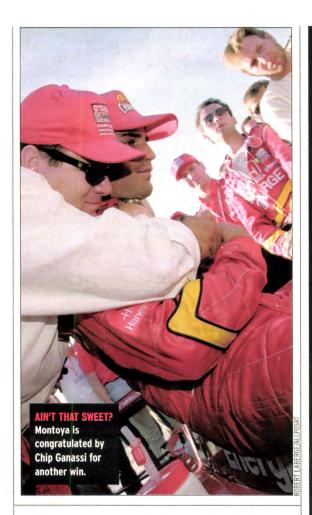
help team engineers tune a competitive car. It takes an obsession to be the best.

"You knew right off the bat [that Montoya would be great] when he didn't give a damn who I was or anybody on the team. He just knew he was going to come and win races. You gotta love him for that," says Ganassi. In other words, Montoya wasn't intimidated by the fact that Ganassi's Target racing team was on a roll, having won the driver's championship three years in a row.

Jimmy Vasser brought the team its first championship season in 1996. In '97 and '98, it was Alex Zanardi. Target/Chip Ganassi Racing was dominating the sport like no other since Team Penske. But after winning in '98, Zanardi announced he was going to Formula 1 to race for Williams' team, the team Montoya had hoped to race for but which signed him only as a test driver in '98. But Montoya was itching to race competitively, so Ganassi and Frank Williams conveniently swapped drivers.

Target and Ganassi didn't miss a step in 1999 with Montoya, who brought the team seven race wins and the championship. Needless to say, Montoya has a very bright future. "He has the world in front of him. He's a young kid who enjoys what he's doing," says Ganassi.

Montoya, like a lot of race car drivers, started racing when he was a toddler. His father, the renowned Colombian architect Pablo Montoya, raced go-carts as a hobby and got his son on the path to racing glory when he was only five years old. Pablo helped Juan find the funding to race in the World Karting Junior Cups in Italy



and France when he was 15. He was noticed by Frank Williams and was signed on in 1998 to be a test driver for the Williams Formula 1 team.

Unlike Ganassi, Montoya doesn't believe playing racing games has helped him become a successful race car driver. But he says being a race car driver certainly helps him play racing games. "It's really cool the way the games have evolved," says Montoya. "They've become very realistic. You can get the feeling of understeering and oversteering of a car in the game. But one good thing is you never have to experience crashing a car."

Montoya experienced his first big crash during a practice session last year in Japan at the Twin Ring Montegi oval, where cars go in excess of 220 mph. Montoya got a bit too aggressive during the session and made contact with Michael Andretti, causing him and Andretti to slam into the wall. "I never thought it was going to be so hard," says Montoya. "I mean, it always hurts when you crash, but it's way, way [more painful] than what you'd expect it to be like. The impact on your body is unbelievable." Andretti wasn't all too happy about it either and had a few not-so-kind words to say to Montova afterward. Fortunately, Montoya walked away with nothing more than a few bruises to his body and his ego.

#### **Living the Dream**

At his home in Miami, FL, Montoya races on a Dell Pentium III 600MHz computer with a "really big"

#### >> FIRST LOOK

# INDY RACING 2000

You'll have to go back to the old Mircrosoft CART Precision Racing if you want to play a CART simulator. Or you could buy a Sega Dreamcast to play CART Flag to Flag. Another option is GT Interactive's Indy Racing 2000, an IRL (Indy Racing League) simulator due to release this summer. It's not CART, but the game will contain every IRL driver and exact replicas of every course in the 2000 IRL season.

#### FACT FILE

- PUBLISHER GT Interactive
- DEVELOPER Real Sports
- GENRE Driving
- PLAYERS 1-?
- RELEASE DATE 03 2000

Although Montoya races for CART and not IRL, Montova's Target/Chip Ganassi Racing team has announced it will race at the Indianapolis 500 this year, since CART's sanctioning body is allowing CART teams to enter the race this year.

We met with Montova at the Indianapolis Motor Speedway, where Target/Chip Ganassi was going to hold a press conference to announce its participation in the Indy 500 this year. The press conference was cancelled, however, when it was

discovered that Tony Bettenhausen was killed in a plane crash the day before. Although the reason was tragic, it meant we had more time to play Indy Racing 2000 with Montoya.

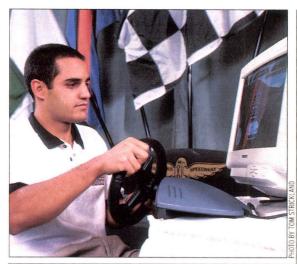
Montoya thinks the game looks like it has the potential to be a great racing sim, especially if you're an IRL fan or into open-wheel racing on ovals. However, it was a bit too early for him to really pass judgment on it. We'll keep you updated on its progress. When we get a later build of the game, we'll have Montoya tell us what he thinks about it, so watch for more on this game in the future.







THE WARM-UP LAPS We had Montoya take a look at Indy Racing 2000 so he could get a feel for the Indianapolis Motor Speedway before the race in May.



TRAINING SESSION Montoya is an absolute game junkie. He plays at home and takes a laptop with him on the circuit.

monitor and a Logitech force-feedback steering wheel controller. On the road he takes along a laptop to play games whenever he can find the time. He also owns a jet boat for waterskiing and a Jet Ski for fun.

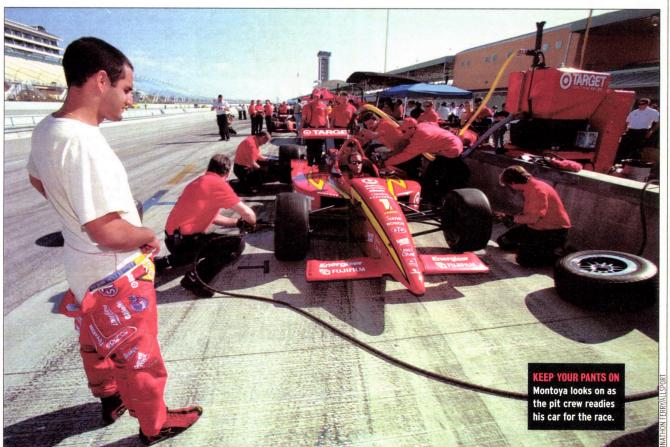
But even with those great toys, Montoya and his friends like to hook up their computers through a LAN to race against each other. Does he usually beat the pants off of his friends when they race? "No! They're pretty good. They're also Colombian race car drivers."

Besides playing on a LAN on their home PCs, the group can also be found at the local GameWorks arcade hogging the racing games there. Montova particularly likes the new Ferrari F355 Challenge. When I relate to him how and why I struggled with it, Montoya says, "Difficult, isn't it? In normal [arcade] games you can go flat-out everywhere, and you can even go through turns by sliding the car. In this game, it's so realistic, because you have to brake and slow down and downshift. I was playing it a lot about four months ago and I could win every race." Every race? The best this editor could do was finish fifth.

The 24-year-old doubts he'll ever outgrow games. "No, I think you play more because you have more money to buy games," he chuckles.

Montoya won't say how long he plans to stay in CART or what his plans for the future are, although most experts think he'd like a crack at Formula 1 again, possibly with the Williams team. And if there's any doubt Formula 1 is where Montoya will end up next, just ask him what driving simulator he's playing right now. "I really like GP2 (Grand Prix 2)," says Montoya about the Formula 1 simulator. "I've been playing it since it came out in '94 or '95. And in 1996 and 1998 I played it a lot with a friend of mine, an Argentinean driver, Brian Smith. We used to link the computers and play forever. Now I download whatever patches they release."

He perks up when told Grand Prix 3 is close to releasing. "Yeah? When?" asks Montoya. Take it easy, Juan, we'll get you a copy when it comes out. You just keep winning races. 0





# Hell on Wheels

It's 100 Percent Balls out When **Fu Manchu** and **The Unband** Race in *Superbike 2000.* 

BY PAUL SEMEL







t's the little things that separate the men from the boys: the ability to shave without spilling blood, buying silverware instead of stealing it from Denny's, having every Simpsons episode on tape. But nothing proves it better than taking to the streets on a performance motorcycle to see who's fast and who isn't.

Problem is, doing that in real life can be dangerous. Nothing separates the men and the boys from their arms and their legs like falling off a performance motorcycle that's going fast. Which is why, when we decided to do some man/boy separation with the cool new rock bands Fu Manchu and

The Unband, we pitted them against each other in rounds of *Superbike 2000*, EA Sports' new motorcycle racing game.

Besides surviving, the winner got an EA Sports sweatshirt and hat, while the loser was taunted and teased until our voices were sore. And then he all got was a lousy T-shirt. But when it was all over, it was actually the ability to walk away from the game that was, for these guys, the real prize. When asked if they'd be jumping on the back of a motorcycle anytime soon, Michael Ruffino from The Unband admitted, "After this, I don't think I will," to which his band mate Eugene Ferrari added, "Yeah, you guys may have saved our lives."



#### **Race One:**

The tone of this race was set early when The Unband's offer of good luck was jokingly rebuffed by Fu Manchu bassist Brad's "screw you," and it became more about winning than clothes. After battling it out on the first couple of turns, both riders wiped out within feet of each other, then crashed again 30 seconds later. (Brad won because his guy got up first.)

First place: Brad Last place: Eugene



#### Race Two:

As in all of his previous races, Eugene was the first out of the gate, but then slipped to second when he lost it on the first curve. This time, however, he was absolutely not to be denied the win. With a look of determination so fierce it almost scared everyone in the room, Eugene slowly caught up to Brad and eventually took the lead in the final curve for the win.

First place: Eugene Last place: Brad



#### Race Three:

#### Sudden Death Tiebreaker

As if filming the same scene of a movie over and over, Eugene once again lost his early lead on the first curve. This time, however, his concentration seemed blown, as he would later catch up to Brad only to lose it on another curve, allowing Brad to pull far ahead for the rest of the race. Suffice it to say that Brad was *not* a gracious winner.

First place: Brad Last place: Eugene

# Championship Race: Eugene vs. Brad Grand Champion: Brad

A Word From the Winner: "It's an honor - and I rock."

#### Fu Manchu:

#### **Brad Davis**

Bassist

Ever driven a motorcycle? "No."

Favorite video game: Metal Gear Solid
Favorite racing game: "I don't know

any by name."

Favorite motorcycle movie: Easy Rider

#### **Bob Balch**

Guitarist

Ever driven a motorcycle? "I've never even ridden on a motorcycle." Favorite video game: Tony Hawk's Pro

Skater

Favorite racing game: Pole Position
Favorite motorcycle movie: Easy Rider

Fu Manchu's new album is called King of the Road; The Unband's is called Retarder.





#### **The Unband**

#### **Eugene Ferrari**

Drummer

Ever ridden a motorcycle? "I've only ridden on Ninjas."

Favorite video game: Gorf
Favorite racing game: Turbo
Favorite motorcycle movie: Harley
Davidson & The Marlboro Man

#### **Mike Ruffino**

Bassist

Ever driven a motorcycle? "I've ridden on one, but I've never driven one." Favorite video game: "Ones where you

shoot things.'

Favorite racing game: "Does Spy

Hunter count?"

Favorite motorcycle movie: Easy Rider

#### **Matt Pierce**

Singer/Guitarist

Ever driven a motorcycle: "I've driven dirt bikes, but not since I was 13."

Favorite video game: Virtua Fighter 3

Favorite racing game: "They make me motion sick, so I don't play

them much."

Favorite motorcycle movie: Easy Rider

nd then there were three. Just last year, five contending companies vied for PC baseball gamers' wallets. It's great to have options, but we need five baseball titles on the shelves like the diamond needs a fifth

base. The Major League Players Association (MLBPA) — which is in charge of doling out the rights to use all of the pros in interactive games — agrees: Tired of seeing incompetently produced titles, it recently reevaluated its licensing policy and had software publishers make presentations detailing why they deserved to develop baseball

games in the future. EA Sports, 3DO, and Microsoft all passed the screening. Other developers weren't so fortunate.



MICROSOFT BASEBALL 2001

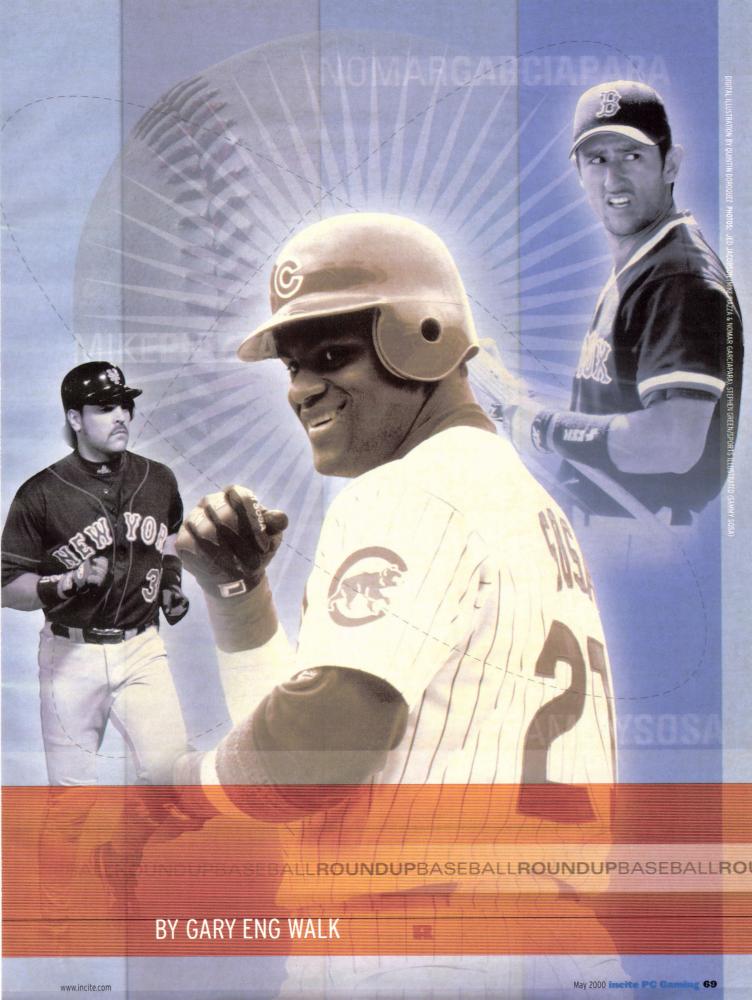


TRIPLE PLAY 2001



SAMMY SOSA HIGH HEAT BASEBALL 2001

# POWERFITERS



## **POWER**HITTERS

#### MICROSOFT BASEBALL 2001

**PROS:** Its *Baseball Mogul*-powered simulation features are second to none; real minor league players.

**CONS:** Stiffly animated figures move more like robots than ball players; dim-witted announcer is slow to react to field action with commentary; no LAN or online capability; meager stat tracking; confounding menus.

**THE VERDICT:** One online component away from becoming a serious player in the Major Leagues.

RATING:



RED ALERT Microsoft Baseball cover boy Nomar Garciaparra tries his luck.

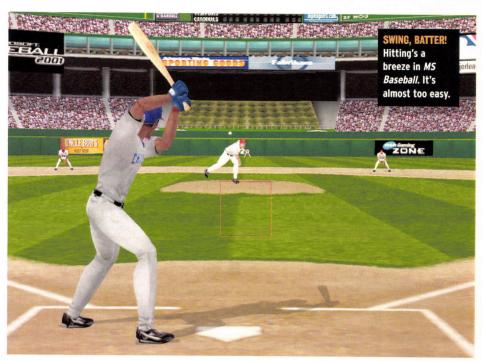
eft standing is a

trio of All-Stars
that will make fans
positively giddy
about taking the
virtual field. And
while fans of the real-life game have
to wait until October to see which
team will reign supreme, we can tell
you right now which game is king of
the PC baseball diamond. Here's the
official scorecard:

#### THIRD PLACE

MICROSOFT BASEBALL 2001

If you can't beat 'em, buy 'em. This axiom worked well for Microsoft when it bought Access Software and its *Links LS* golf game franchise. Now it has done it again by gobbling up Infinite Monkey Systems' *Baseball Mogul* game — a cult favorite of hardcore baseball





RUN IT OUT Player animations aren't too realistic at times.

sim fans – and incorporating it into *Baseball 2001*.

Thanks to Mogul, Baseball 2001 is the only game of the three to incorporate a team budget into roster management. As general manager you must take player salaries, plus expenses such as the minor league farm system and scouting, into account. Amazingly sophisticated and detailed, this side of Baseball 2001 is peerless.

As an action-packed baseball game, though, *Baseball 2001* strikes out. You get the sense that all of the *Baseball Mogul* retrofitting came at the expense of improving the gameplay. Fastballs don't really look very fast, and you can't switch off the batting cursor that shows you where the ball is going — so you'll never have much of a hard time hitting the swing button on time.

You'll also see some poor animations: Players abruptly sprint away after a strikeout and move like they have about three joints in their entire body. The play-by-play isn't very responsive and sounds far too scripted. Most egregious, there's no LAN or online components – must-have features nowadays for sports games.

On the plus side, Microsoft's game is the only one of the three contenders to feature real minor league players — an often neglected detail that becomes more and more glaring as rookies are called up to the big leagues. *Baseball 2001* is a strange animal: It's both Jekyll (great sim engine) and Hyde (disappointing gameplay).

Baseball 2001
is the only
game of
the three to
incorporate

a TEAM BUDGET

into roster management.

## NOMAR GARCIAPARRA

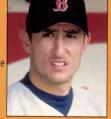
Shortstop, Boston Red Sox GAME ENDORSED Microsoft Baseball 2001

CAREER HIGHLIGHTS Nomar led the American League in batting average last year. He was the unanimous Rookie of the Year winner in '97.

**1999 SEASON STATS** .357 average, 27 home runs, 104 RBI

2000 SEASON STATS\* .348, 33, 126

\*After simulated 162-game season in Microsoft Baseball 2001.



### **POWER**HITTERS

#### **TRIPLE PLAY 2001**

**PROS:** Accurate player batting stances and animations; the best online component; the unique fielder POV option.

cons: One-dimensional gameplay; those silly atombomb home run sound effects; game feels too much like an arcade game and misses many of the nuances of America's favorite pasttime.

**THE VERDICT:** A gaudy, arcadestyle baseball bash for fans who dig the long ball.

RATING:



#### SECOND PLACE

TRIPLE PLAY 2001

EA Sports is the Steinbrenner of computer baseball games. The company was able to purchase not only MLB and MLBPA licenses, but also the rights to the MLBPA Big League Challenge (the annual home run hitting contest held in Las Vegas). It also spent the cash to



HOMER ODYSSEY Since this is *Triple Play*, we smell a home run coming on.



GETTING WARMER Triple Play's betweeninning warmup animations are a nice touch.

feature the so-called Legends of the Game players, a who's-who list of historical All-Stars including Ted Williams, Willie McCovey, Lou Gehrig, and Babe Ruth.

This year's *Triple Play* has more flamboyant sideshows than Barnum & Bailey. For example, the Big League Challenge is an over-thetop Home Run Derby in which towering dingers can rocket out of the stadium, hitting enormous archery targets and oncoming cars.

You not only can create your own players in *Triple Play*, but can also make use of EA's Face in the Game feature and import a photo of yourself onto a figure.

Despite all of these baubles, Triple Play ends up being quite onedimensional. Roster management is extremely shallow. You can't, for instance, release players into the free-agent pool without signing one as well. And forget calling in reinforcements from the farm system: There's a complete absence of a minor league system.

One area in which *Triple Play* shines is its player models and animations. EA's producers have done the best job of matching each player's true physical characteristics and styles with his cyber equivalent, from Jeff Bagwell's distinctive batting-stance squat to Orlando Hernandez's

body-contorting pitching windup. An intriguing new feature is *Triple Play*'s fielder point-of-view. In this mode the camera switches around to the players on defense after a ball is hit. You'll have a new appreciation for infielders after trying to field a few grounders. Give the producers credit for trying something different.

Triple Play has the strongest multiplayer features. EASports.net not only matches you up with other online players, but you also can log and rank your performances on a leader board. You can even tally your home run records from the Big League Challenge mode online.

Overall, *Triple Play 2001* plays more like a fast-paced arcade game than the other two games.

This year's
Triple Play
has MORE
SIDESHOWS
than Barnum
& Railey

Piazza endorses

EA's game. Think he hits the ball any farther in the virtual world?

#### MIKE PIAZZA

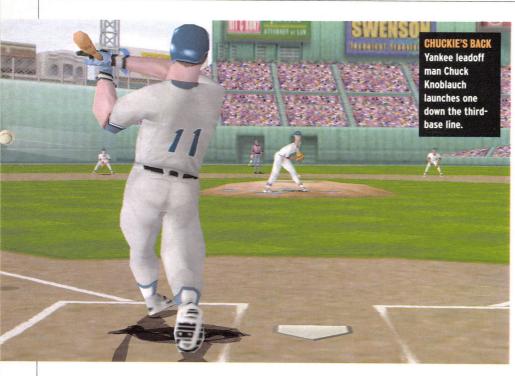
Catcher, New York Mets GAME ENDORSED Triple Play 2001 CAREER HIGHLIGHTS Mike has made the All-Star team every year since becoming a Major Leaguer. He was Rookie of the Year in '93.

**1999 SEASON STATS** .303 average, 40 home runs, 124 RBI

**2000 SEASON STATS\*** .304, 30, 86 \*After simulated 162-game season in *TP*.



### **POWER**HITTERS



#### SAMMY SOSA HIGH HEAT BASEBALL 2001

PROS: Gameplay to die for; awesome highlight reel; perfect pitcher-batter interface; exhaustive stat tracking; realistic ball physics; the list goes on and on.

**CONS:** Freaky player faces; overly ambitious Al; clean but somewhat cartoonish graphics.

THE VERDICT: High fives all around for *High Heat's* developers. They have done their homework, and it shows. The essence of baseball is right here.

RATING:





#### FIRST PLACE

SAMMY SOSA HIGH HEAT BASEBALL 2001

Unlike EA Sports and Microsoft, 3DO doesn't make any pro sports games except for baseball. High Heat wouldn't even exist if the company's big boss, Trip Hawkins, were not an incurable baseball fan who oversees the game's development like a proud father. In fact, Hawkins is such a fond believer in the title that he personally wrote the included 40page strategy guide, which doubles as an informative tutorial for anyone looking to understand the actual sport. The result of his enthusiasm is baseball rapture. High Heat is as close to perfection as any baseball game has ever been.

It doesn't take long to realize that 3DO's title most accurately translates the real experience of baseball. If you're expecting a 95 mph fastball but get a lumbering 75 mph change-up, you'll end up swinging well before the ball gets to the plate. Al-controlled pitchers will pitch around dangerous hitters in order to get to the scrub in your batting order. As a left-handed batter, you'll have a harder time getting a hit against a left-handed pitcher and vice versa.

Then there are the small animations throughout *High Heat*:

Batters fall down after lunging at a bad pitch; outfielders double-pump their arms when casually throwing the ball back to the infield; pitchers raise their hands in disgust after a bad call. You'll lose count of all of the gems crammed into this game.

High Heat 2001 is also a testament to smart programming. For instance, paths of balls are redirected if they hit the pitcher's mound. After you've concluded a game, you can play a nifty highlights



THE PITCHING HOUR Welcome to the National League, Griffey. Now take a seat.



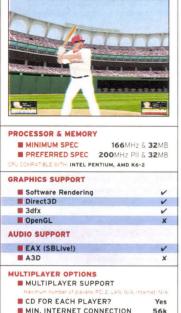
HOT DOG Here's one of the fancier ways to turn a 4-6-3 double play. High Heat 2001 has much more going for it than trick plays, however.

Al-controlled pitchers will pitch around

DANGEROUS HITTERS to

get to the scrub in your batting order.





**TRIPLE PLAY 2001** 

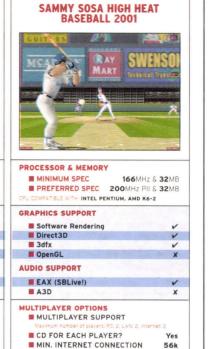


MULTIPLAYER SUPPORT

CD FOR EACH PLAYER?

MIN. INTERNET CONNECTION

28.8k



reel plus read a detailed textbased postgame box score that's amazingly accurate and good enough to appear in your local newspaper's sports pages. You'll also want to peruse your stats, which may take a while: The game's impressive stat tracking offers far and away the most pitching and batting categories.

Critics will argue that the graphics aren't exactly state-ofthe art, but you can just as easily argue that they're cleanerlooking than those of the other two games. Unfortunately, players and their stances seldom look like the real McCoys. A 3Dmapping technique was supposed to make the faces splitting images of the players but ends up making them look rather grotesque. At other times, while pitchers are on the mound, faces are completely blank. Also, the Al tends to overmanage and make too many stupid late-inning player substitutions, Computer opponents will typically take a Ken Griffeycaliber player out of the game and insert a no-name scrub in his place, even if it's a close game.

None of these minor faults cancel out the unadulterated fun factor of High Heat 2001. It's a distinct possibility you'll want to play each and every one of the 162 games of the season, then start another one. Yes, it's really that addictive. 0

### SAMMY SOSA

Outfielder, Chicago Cubs GAME ENDORSED High Heat Baseball 2001

CAREER HIGHLIGHTS Sammy hit 66 homers in '98, breaking Roger Maris' long-standing record of 61. Also in '98, he won the National League MVP, and in '99 became the first player to win the new Hank Aaron award.

1999 SEASON STATS .288, 63 home runs, 141 RBI

2000 SEASON STATS\* .272, 60, 144

\*After simulated 162-game season in High Heat.



TEST KESUL											
	PUBLISHER	DEVELOPER	PLAYERS	ESRB	PRICE	GRAPHICS	SOUND	MULTIPLAYER	FEATURES	FUN TO PLAY	OVERALL RATING
MICROSOFT BASEBALL 2001	MICROSOFT	MICROSOFT	1-2	EVERYONE	\$34.95	3	4	0	2	3	3
SAMMY SOSA HIGH HEAT BASEBALL 2001	300	TEAM .366	1-2	EVERYONE	\$29.95	4	4	4	5	5	5
TRIPLE PLAY 2001	EA SPORTS	TREY ARCH	1-2	EVERYONE	\$39.95	4	4	5	3	3	3

### Review Nuts & Bolts

WHAT DOES IT ALL MEAN? Here's the Rosetta Stone of Our Game Reviews.

We test our games on 240 system configurations. Yours is guaranteed to be one of them.

Sure, that supercool new 3D action/adventure might get five stars on a Pentium III/500MHz screamer, but what good does that do your Pentium/166MHz-using ass? Now you'll get that important little piece of info before you buy. What a concept!

#### Golden Award

So, what if a game is the ultimate in its genre – a true classic? Then it gets the



incite Golden Award, the most coveted award in the PC gaming industry. Only the best can get one. When you see it, you know the game is good.

#### **Tech Specs**

This is the game's requirements in an ata-glance boxout. Here we outline the minimum processor and memory needs, CPU compatibilities, audio and graphics

support, and multiplayer options. Do all players need to have a copy of the game to play multiplayer? You'll find out right here.



#### Test Center Superbike 2000 UP AND RUNNING ACCESSIBILITY INSTALLATION . Difficult to choose correct Al settings in Only one install size option GRAPHICS PERFORMANCE CHART PROCESSOR ► Pentium Pentium II Pentium II Pentium II SYSTEM RAM > 32 64 32 64 32 64 64 128 64 128 640 x 480 Voodoo2 800 x 600 Voodoo3 800 x 600 3dfx Voodoo3 3000 Rage 128 800 x 600 640 x 480 Matrox G400 TNT 2 Diamond Viper V770 1,024 x 768 GeForce 256 640 x 480 800 x 600 1,024 x 768 Savage 2000 800 x 600 Software WHAT IT MEANS Forget it THE INTEREST CHART -0 1. The game was a 6 12 18

#### Up and Running

Finally, an easy-to-understand pros-versus-cons listing of what makes a game a breeze (or utter hell) to install and play. Say goodbye to those "Why won't this damn thing install?" blues.

#### 2 Graphics Performance

This is the meat and potatoes of the Test Center. Here's where you find out if your system will run that hot new game we've been raving about for months. Simply cross-reference your processor and RAM configuration with the graphics card you're using. You'll then be able to see how the game will play at three different resolutions on your computer.

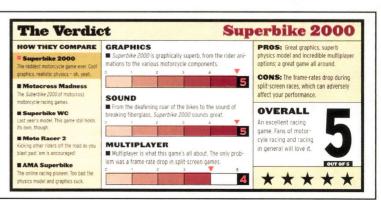
If your preferred-settings box is gray, you haven't got a chance in hell. If it's red, you'll likely be watching a slide show. If it's yellow, the game will run fast enough to be enjoyable, although you might see some jitters. If you're in the green, you're golden. The game will run as smooth as silk, and you will be one happy gamer.

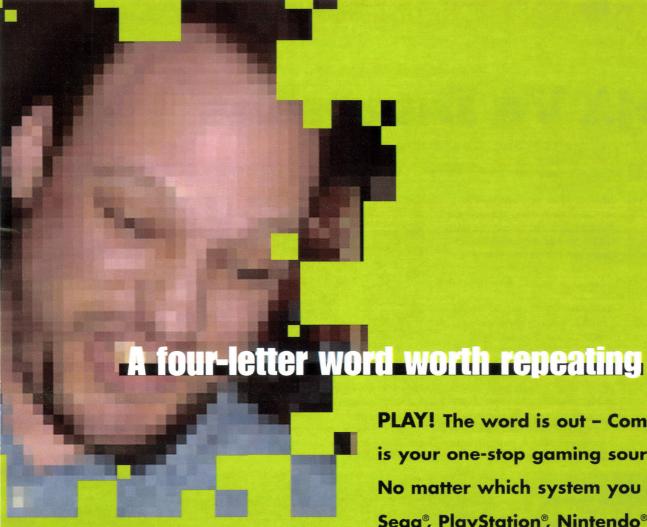
#### The Interest Chart

Ever play a game that's a blast at the beginning and then about four hours in starts to feel about as fun as a third-world prison camp? So have we. That's why we devised this nifty little chart to tip you off to the point at which our interest level took a nosedive (if it ever did). We even break this up into two sections: solo play and multiplayer. Why do we do all this? Because we care.

#### The Verdict

This is where we tell you what we think about the game. First we show you how the game being reviewed stacks up against other similar games in the genre. We then score how the game's graphics look, how its sounds sound, and how its multiplayer option plays. We also give you all the game's pros and cons and an overall score from one to five stars. This overall score is not an average of the graphics, sound, and multiplayer scores. Rather, its how the entire package performs when taken as a whole. Our score is honest and fair, and since it's coming from *incite PC Gaming*, you can take it as gospel!





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### Déjà Vu Dungeons

NOX Proves Being a Clone Is Not Necessarily a Bad Thing.

**FACT FILE** 

■ PUBLISHER EA ■ DEVELOPER Westwood Studios ■ GENRE Action/RPG ■ PLAYERS 1-16 ■ ESRB RATING Teen ■ PRICE \$49.99

#### **GAME GLANCE**

- 3 Characters
- 80+ Spells ■ 10 Chapters per
- character
- 5 Multiplayer games
- 1 Excellent Diablo clone

After 20-plus hours of hacking and slashing my way through the world of Nox, I'm forced to admit that it may be a clear-cut Diablo clone, but it's an excellent one.

By Steve Klett

f imitation is indeed the sincerest form of flattery, the Diablo II team at Blizzard owes Nox's creators a nice thank-you note (and vice versa).

Nox is incredibly derivative of Diablo. In fact, there is perhaps no clearer example of a copycat game in my recent memory. However, that's not to say Nox is bad. In fact, just the opposite: It's surprisingly good. Many games have tried to



BURNIN' DOWN THE TOWN All these fires, and a not one fireman in sight.

copy Diablo's formula in the past, but few have met with any notable measure of success. Nox has turned out to be the exception, combining and building upon all the best elements of Diablo while



TRIAL BY FIRE Where's a marshmallow when you need one?

adding just enough compelling tweaks of its own to the mix.

Nox is an action/role-playing game with strategic elements. Sound familiar? It should, as Diablo spawned this genre. However, it



brings a meatier story than *Diablo's*, far more interaction with nonplayer characters, a larger game world to explore (at least until *Diablo II* comes out), an interesting and unique character class, and a broader mix of multiplayer games (without the cheating!) to the table.

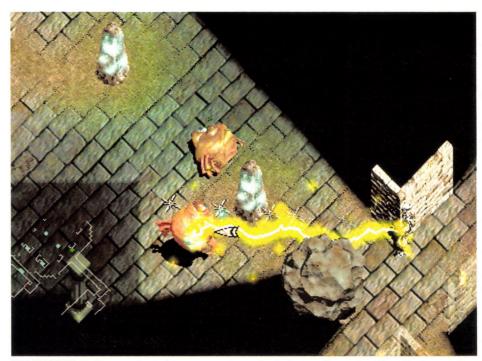
The gist of the story is that vou're a modern-day slacker who gets sucked into the magical world of Nox, where you find yourself the reluctant hero charged with tracking down and slaving the evil Hecubus - an evil sorceress who likely has grilled puppy tongues for lunch. I kept wanting to find out what was next and played way past the midnight hour on too many occasions to do just that. In addition, while each chapter has a few mission-critical quests you must complete to advance, there are also myriad subquests you can stumble across and complete.

#### It's All About Class

You can play as three character classes: Warrior, Wizard, and Conjurer. The first two are exactly what you'd expect - amazingly similar to the Warrior and Sorcerer classes we're so familiar with. The Warrior is obviously skilled in all manners of ways to bash skulls with blunt instruments (though for some reason he can't use a bow) and knows little of magic other than a few basic spells. The Wizard is the brains of the bunch and master of all things magic - able to cast an impressive array of spells, including setting some nasty magical traps. For close-quarters combat the Wizard has an array of staffs - both magical and normal - to rely on.

The Conjurer, however, is truly unique. This bad boy can summon creatures to do battle for him as well as charm enemies to fight on his behalf. He can have up to four former enemies under his control at one time, and can order them to guard, escort, or defend. But the biggest magical card up his sleeve is the ability to create a magical Bomber beast that can independently track down targets and unleash up to three different spells on them. In combat, the Conjurer can wield staffs and ranged weapons.

I started playing as the Warrior and was haunted by *Diablo* déjà vu at nearly every step – but again,



HOW SHOCKING! We like our role-playing games — and our role-playing enemies — extra-crispy, thank you very much. Games like this are enough to make Colonel Sanders proud.



CAUGHT WITH HIS PANTS DOWN...WAY DOWN It's tough to be taken seriously as a warrior when you're not wearing pants. Remember to pack extra leggings next time, fool!

that's not necessarily a bad thing. The same was true when I played as the Wizard, but to a diminished extent. The Conjurer, on the other hand, was a blast to play as; and I almost forget about *Diablo*. I say "almost" because there are too many similarities to forget about it

Nox may be a clear-cut Diablo clone, but it's an excellent one.

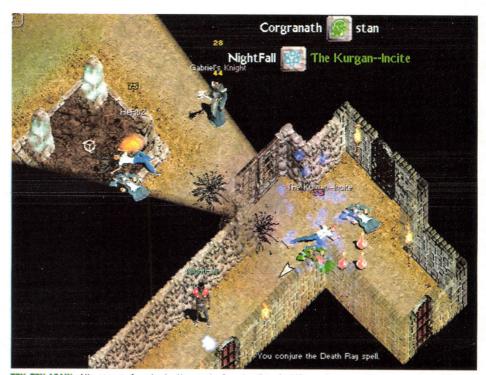
entirely. (See boxout on next page.) I also found that in multiplayer games — particularly Elimination and Arena (deathmatch) — playing as the Warrior was akin to suicide, as lag issues make melee combat difficult, and the Wizard and Conjurer are simply too tough.

#### **Technobabbles**

As in *Diablo*, the game is played from a top-down, isometric perspective. You direct 100 percent of your character's movements and actions solely with the mouse — click close in front of your character to walk, click further away to run, click on an item to pick it up or on an enemy to attack it. The keyboard is pretty much dedicated to casting spells. As a control scheme, it's pretty slick: With but a few minutes practice I was easily conducting melee combat while simultaneously casting various spells.

From a technical standpoint, *Nox* has little to brag about. The art is very good, and there is the option for both 8- and 16-bit color, but that's it. As your character equips various items, you'll see its appearance change in the game, which is cool. All light sources are dynamic, so each spark from a fireball casts light, fireplaces flicker, and so one. It's all pretty much standard fare.

However, the environment is highly interactive. You can bash just about everything you see as well as move around almost anything: furniture, boulders, barrels. And objects move



TRY, TRY AGAIN All manner of nasty deaths can be found online. And if you stay around long enough, you'll experience just about every last one of them. Watch out for that...(thwack). Oops, too late.

according to mass, so boulders are harder to move than small rocks, and explosions will move and impact surrounding objects.

But Nox's biggest claim to fame - which you'll likely either hate or love - is its True Vision technology, which is essentially a unique visibility system that imparts true line of sight to your character. If vou're in the middle of a room with columns, you won't be able to see what's behind those columns you'll see triangles of blackness behind them all. And these cones of sight will change in real time as your character moves around the screen. At first, I found this quite distracting and didn't like it at all. However, the more I played the more it grew on me. Eventually, I

Nox is a well-polished game that provides a highly compelling gameplay experience, albeit one ripe with Diablo déjà vu.

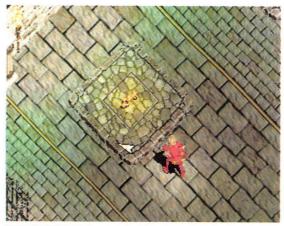
IT'S THE SAME BUT...NOT

### THE **BIZARRO DIABLO**

Without the Conjurer, Nox's Similarities With Diablo Would Be Laughable.

- There are three character classes, and they parallel *Diablo's* Rogue, Sorcerer, and Warrior classes very closely (with the noted exception of the Conjurer and the lack of a female character class).
- Most of the combat takes place in dungeons lots and lots of dungeons.
- The gameplay perspective and scale is nearly identical to *Diablo's*. (See screenshot below.)
- Your character even dies the same as it does in *Diablo*, dropping all items in a radius around its corpse when it falls.
- The inventory, spell-casting, and control interfaces have many parallels, as do many of the spells and potions.
- You collect items from fallen enemies and sell them to generate income.
- There's one extremely evil nemesis to track down and destroy.
- There are similar monsters to battle, such as bats, skeletons, and imps.
- You can play online for free (via Westwood Online).
- The townsfolk are of little assistance to your quest.





TEMPLE OF DOOM? Now, you just know something bad's gonna happen when you pick up that key, don't you?



HONEY, YOU GIVE NEW MEANING TO THE WORD FUGLY Man, this ogress wasn't just hit with the ugly stick — she got the whole tree smacked upside her head! But at least she has good taste when it comes to interior decorating: Check out that cool bearskin rug!

found it added to the game's suspense and challenge.

Multiplayer *Nox* is quite a blast too – providing you have a speedy Internet connection. There are five different game styles (with team-play options), and lots of games are available to choose from on Westwood Online.

#### Endgame

I really found little at all to dislike about *Nox*. With a little more originality, it would have been deserving of our highest score. That said, Nox is a well-polished game that provides a highly compelling gameplay experience, albeit one ripe with Diablo déjà vu. At the very least it should satiate your action/RPG appetite until Diablo II ships.



#### The Verdict HOW THEY COMPARE **GRAPHICS** PROS: Nice story, excellent control scheme, good-looking graphics, and the ■ Generally solid and well suited to the game, if ■ Diablo technically unimpressive. Conjurer is a blast! The creator and king of the action/role playing-game genre. CONS: Extremely similar to Diablo; townspeople not very helpful in your The best Diablo clone yet, with a search for answers. SOUND slightly increased dose of RPG ■ Sufficiently spooky, suspenseful music and creature **OVERALL ■ Darkstone** effects lend atmosphere to the hacking and slashing. Brings true 3D and hardware A well-polished and acceleration to the genre. highly addictive Diablo clone that should do a ■ Revenant **MULTIPLAYER** A decent Diablo clone plagued by awful good job of capturing ■ Nice mix of options. However, the Warrior is outmatched sound and average graphics. your imagination. online and lag hampers attempts at melee combat. Terrible RPG that shamed the genre $\star$ $\star$ into submission.



### What Red Line?

You Can Have All the Two-Wheeled Racing Fun Without That Pesky Road Rash in SUPERBIKE 2000.

FACT FILE

■ PUBLISHER **EA Sports** ■ DEVELOPER **Milestone** ■ GENRE **Sports** ■ PLAYERS **1-8** ■ ESRB RATING **Everyone** ■ PRICE **\$39.95** 

#### GAME GLANCE

- 20 Championship riders
- 13 Tracks
- 6 Different
- motorcycles
   150 Screamingmad horses

Superbike 2000 has me thinking about trading in my wife's Nissan Altima for that Ducati 996 I've always wanted.

By William O'Neal

Superbike 2000 is the sequel to last year's Superbike World Championship, and while the new kid on the block hasn't strayed far from its predecessor, racers will appreciate the new bells and whistles added to this latest offering. The biggest problem facing a reviewer when looking at a game like *Superbike 2000* is not to come across as too gushy. This game is that good.

When I began playing the game, I thought it was pretty good right from the start. But as I played more and more, the physics model and superb graphics really began to shine. Plus, the longer you play it, the more addictive it becomes. Superbike 2000's single-player options are limited to three basic modes: Quick Start, an immediate race with no qualifying rounds; Single Race, which lets racers compete in a single championship round with qualifying and practice sessions; and Championship, in which you pilot a rider through a complete championship season,

GET TO THE
BACK If your
qualifying times
suck, you'll start
off many a race
in the back of
the pack. But
don't worry;
passing lesser
riders isn't too
difficult.

including qualifying rounds and practice sessions.

Quick Start is great when all you want to do is just jump in and go fast. One click and you're on the grid, on the pole, ready to trade paint and get your knees dirty. You can compete against up to 25 computer opponents whose skills directly reflect that of their realworld counterparts. In other words, expect Ducati's boy from the United Kingdom, Carl Fogarty, to be on pretty much every podium.

Single Race is likewise enjoyable, but its learning curve is significantly longer than that of Quick Start. Nevertheless, this mode's practice sessions are useful, especially on difficult tracks like Laguna Seca. What makes it difficult are the qualifying rounds. Undoubtedly, your times will be the slowest, so you'll typically start the race from the back of the pack. But depending on the game's difficulty settings, weaving your way to the front of the pack isn't too tough.

#### To Be a Champion

Championship mode shares the same features as Single Race – it

has a steep learning curve with the qualifying rounds – but because Championship contains some 13 rounds, you'll have time to improve your performance.

Technically, Superbike 2000 is on point. As in real life, each of the bikes – Ducati 996, Honda RC45, Yamaha YZF, Aprilia RSV 1000, Kawasaki ZX-7RR, and Suzuki GSX-R750 — all handle differently and likewise perform differently. Sure, the Honda RC45 has the fastest top speed, but how does it handle? And can it match the Ducati's lowend speed?

The graphics in *Superbike 2000* are some of the best I've seen in a



ATTENTION TO DETAIL In the cockpit view the rider's fingers and hands move to control the throttle and use the brake and clutch.



A LITTLE BUMP AND GRIND As in real racing, things get a little tight at times. The key is not to lose your head – or your grip on the pavement. Sure, your knees may take a little punishment, but the glory at the finish line is worth it.

. -

Superbike 2000 has me thinking about trading in my wife's Nissan Altima for that Ducati 996 I've always wanted.

#### **Test Center** Superbike 2000 **UP AND RUNNING** INSTALLATION **ACCESSIBILITY** + Interface is easy to use Installation is fast and simple Seamlessly detects hardware Lower difficulty levels make learning to ride Works well with most gamepads easier than in most bike games Runs well, even on low-end systems and - \* Easy to get into LAN multiplayer races gasp! - even laptops! - Difficult to choose correct Al settings in Only one install size option multiplayer matchups **GRAPHICS PERFORMANCE CHART** PROCESSOR > AMD Athion 700 SYSTEM RAM 32 64 32 64 128 64 128 640 x 480 Voodoo2 800 x 600 Diamond Monster 3D II 1,024 x 768 100 100 640 x 480 Voodoo3 800 x 600 3dfx Voodoo3 3000 1.024 x 768 640 x 480 **Rage 128** 800 x 600 Rage Fury 1,024 x 768 640 x 480 **Matrox G400** 800 x 600 Millennium G400 1.024 x 768 640 x 480 TNT 2 800 x 600 1000 Diamond Viper V770 1.024 x 768 640 x 480 **GeForce 256** 800 x 600 Guillemot 3d Prophet 1,024 x 768 640 x 480 Savage 2000 800 x 600 Diamond Viper II 1.024 x 768 640 x 480 Software 800 x 600 1,024 x 768 WHAT IT MEANS - Forget it! - Runs poorly - Acceptable - Runs with ease THE INTEREST CHART Superbike 2000's single-player races are challenging, addictive, and very fun. The multiplayer races worked perfectly on everything but split-screen. In split-screen it was just really good. 1. Whoa! Listen 4. I still can't 2. These guys OBSESSED to the roar of get enough. race like real-life those engines! ENTHUSIASTIC 3. let's step up the 4. Holy crap! 2. Damn, this is 3. Time to difficulty This could take 1. The game was a go for some level. some practice. HOPEFUL breeze to set up Internet fun DISINTERESTED UNCONSCIOUS PLAY TIME IN HOURS 2 10 12 20



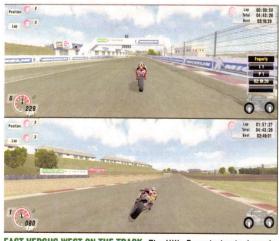
LET'S GET IT STARTED In Championship mode riders can compete in a qualifying round, practice, or just jump to the racing.

The biggest problem facing a reviewer when looking at a game like Superbike 2000 is not to come across too gushy. This game is that good.

racing game, and the frame-rates dropped noticeably only when I played split-screen games on a single computer. Thankfully, the game also supports multiplayer capabilities over a LAN or the Internet. In the game lab we killed a gang of hours racing around the game's various tracks.

#### **Potholes in the Track**

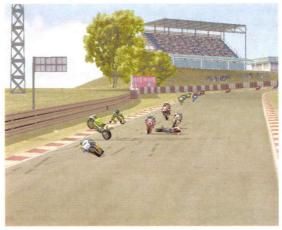
Superbike 2000 is about as close to perfect as any motorcycle racing game has come. Its only drawbacks are in the game's artificial intelligence. Finding the perfect difficulty level for head-to-head races can be a little difficult. In many cases either the braking aid was too strong, which reduced how immersive the game felt, or controlling the bike was just too damn hard. On the other hand, when racing against multiple computer opponents, the Al is just right. On Rookie, it's possible to win after a



**EAST VERSUS WEST ON THE TRACK** The UK's Fogarty leads Japan's Haga in a two-player split-screen battle.

few rounds, but only if you race a near-perfect race. As you'd expect, winning is gonna take some serious practice on the higher difficulty levels. Expect to invest much time in front of your monitor if you want to win there. It also wouldn't hurt to invest in a top-notch controller like the Logitech Wingman Extreme. Be sure to turn off the Tilt function.

If your desire to ride the bike of your dreams has been put on hold by forces beyond your control that staggeringly low salary or a wife who just doesn't understand that motorcycles aren't that dangerous - Superbike 2000 will either sate that appetite or whet the hell out of it. ()



OH, THE HUMANITY! One slip-up in the front of the pack can ruin things for everybody. Oh well, he didn't need that skin anyway.



THE PODIUM This is what racing's all about: making the podium and scoring a juicy kiss from the hotties. And while you're over in Spain, it would be a good idea to try some paella and sangria...yum!

#### READ THIS AND LIVE

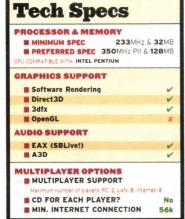
#### TOP FOUR REASONS **BIKES ARE SAFE**

After playing SBK 2K for weeks, we're all jonesing to wrap our legs around 750ccs of raw power. Here are four reasons why motorcycles are safer than cars.

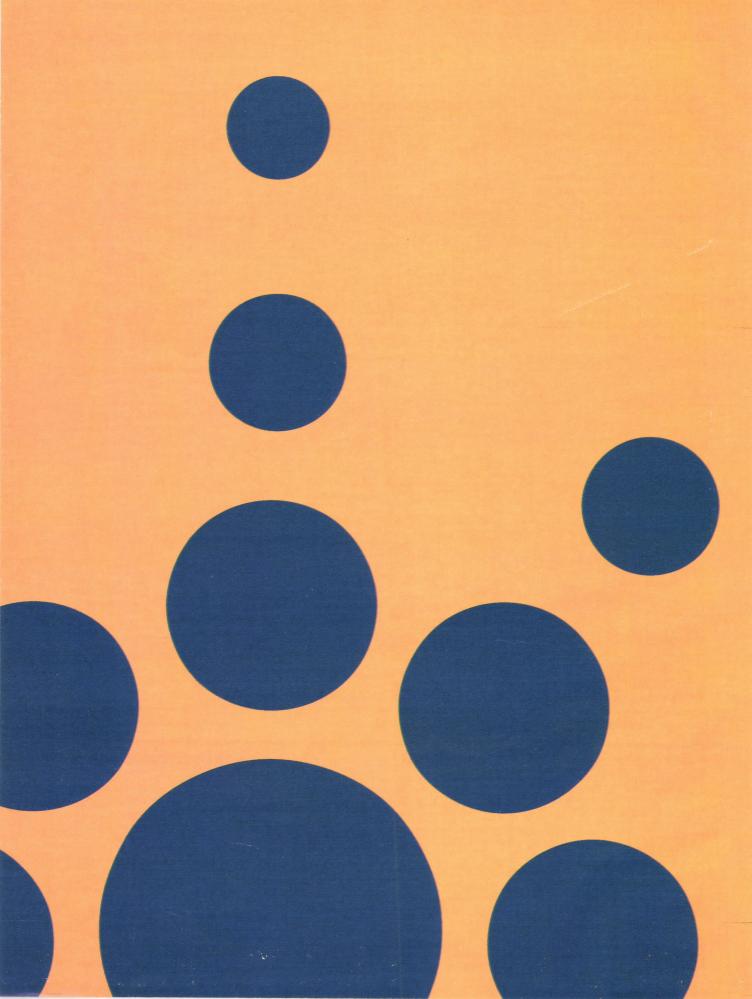


#### DUCATI

- There's nothing worse in an accident than being pinned inside two tons of twisted metal. If you bite it on a bike, you won't be anywhere near that hunk of flying metal when the dust settles.
- Cars produce more tons of air pollution than all the cows in India. By not driving a car, you'll reduce the amount of air pollution in the world, thereby reducing your own chances of dying a long and rather unmanly death at the hands of some cancer of something.
- Chicks dig guys with motorcycles, and studies show that guys who score a lot live longer. You do the math.
- Your stress levels will decrease, as you won't spend countless hours stuck in traffic. As you laugh at the hapless sods in their minivans and late model sedans, your brain will release serotonin, which is a good thing.



#### The Verdict Superbike 2000 HOW THEY COMPARE **GRAPHICS** PROS: Great graphics, superb physics model and incredible multiplayer ■ Superbike 2000 is graphically superb, from the rider Superbike 2000 animations to the various motorcycle components. options; a great game all around. The raddest motorcycle game ever. Coo graphics, realistic physics - oh, yeah. CONS: The frame-rates drop during split-screen races, which can adversely **■ Motocross Madness** The Suberbike 2000 of motocross affect your performance. motorcycle-racing games. From the deafening roar of the bikes to the sound of **OVERALL** ■ Superbike WC breaking fiberglass, Superbike 2000 sounds great. Last year's model. This name still holds An excellent racing its own though game. Fans of ■ Moto Racer 2 motorcyle racing and MULTIPLAYER Kicking other riders off the road as you racing in general will blast past 'em is encouraged! ■ Multiplayer is what this game's all about. The only love it. problem was a frame-rate drop in split-screen games. MAMA Superbike The online racing pioneer. Too bad the physics model and graphics suck





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#### IT'S ON THE CD! Watch Incubus' new music

#### **Fast Facts**

#### **Favorite golfers:**

Tiger Woods and Payne Stewart Favorite club: Driving

Iron

Best score (real

game): 84 Best score (video

game): 56

Handicap: "Your quess is as good as mine."

Incubus' New Album: Make Yourself



ith fields of grass, a babbling brook, and a sense that you'd better be quiet or someone will kill you, a golf course is the last place you'd expect to see a bunch of rock stars. But that's exactly where you'll find the members of the hard-rock band Incubus. Currently on tour in support of their second album. Make Yourself, the guys in this California-bred band - singer/ percussionist Brandon Boyd, guitarist Mike Einziger, bassist Dirk Lance, drummer José Pasillas, and DJ Kilmore - often split their time between the stage and the fairways.

But unlike your uncle, who grew up on the real thing and plays the video game version only when it's raining so hard your aunt won't let him leave the house, some of the guys in Incubus actually got into the sport when they started playing Tiger Woods Golf 2000 and have only recently started playing the outdoor edition. We spoke with DJ Kilmore about the band's long walks spoiled.

#### Golf isn't exactly the most rockin' of sports. How did you guys get into it?

Nobody in the band played video games until I came aboard, but when I did, golf was one of the games I'd play. I grew up across the street from a golf course, so I played a bit in high

school, though I wasn't on the team. And now everybody is into it.

#### But how did the other guys make the transition from the video game?

Well, actually, Dirk played [real golf] in high school too, I think, but Mikey and José just started to pick it up last summer when we were home writing the album. We needed a way where we could get together outside our instruments and talk about what we wanted to do on the new album. And somehow we wound up on the golf course, which we found to be very therapeutic for us. It's just really relaxing when you're out there walking around.

#### Do you think playing the video game has helped when you play the real thing?

There definitely is a relationship. You start to learn what distance the clubs hit, how when you're in the rough or the sand that you won't have as much control over the ball - little subtleties in the video game that, when you think about it, totally apply on the golf course.

One of the first things Mikey said to me was, "Man, I'm glad I played the video game." Though I don't think playing the real game helps you play the video game. I think it's the other way around, that playing the video game helps you play the real game.

#### Who's the best golfer out of you guys?

Me, but not by much. Any of them could beat me on a given day.

#### And which are you better at, the real game or the video game?

Oh, the video game, by far.

#### Do you guys bring your clubs with you when you go on tour?

Yeah, we all have our clubs. Well, Brandon doesn't own clubs. He just borrows ours.

#### l understand Brandon had a car accident not long ago. Has he been in a golf cart accident yet?

No, but we are trouble when we get in the carts. They're like go-carts to us. But Brandon's only been out with us twice, and he doesn't play the video game either. He actually used to always make fun of when we'd be in the back of the tour bus playing video games for hours.

# Teed Off

When They're Not Hitting the Stage, the Members of Incubus Hit the Links in Tiger Woods Golf 2000.

BY PAUL SEMEL

"I don't think playing real golf helps you play the video game. I think it's the other way around."



#### Alice Cooper is a big golfer, as are some of the guys in No Doubt and Judas Priest. Have you had the chance to play golf with any other bands?

No, we just play with each other. But it's just getting out now that we're big golfers, so I think things will happen from here. We'd love to do a contest: "Win a golf date with Incubus."

### What about the video game? Have you played that with any of the bands you've toured with?

Not really, mostly just the crew. And they always think they're going to beat us, but they don't.

#### Do you guys ever play miniature golf?

Yeah, we play that too. We actually bet when we play that.

#### Really? Do you bet when you play the real thing?

No, not yet. I think everyone's scared that I'll win. But we do bet on the video game. We'll play skins, and we'll bet something like 10 bucks a hole, depending on how much money everybody's got.

#### What's the most you've ever won?

I think like 32 bucks, something like that. It's just for fun, bragging rights.

### So, what do you guys wear when you play? Do you go out there in ugly plaid pants?

No, we actually wear our normal, everyday clothes...which are our stage clothes as well. [Laughs.] Usually our tour manager will call ahead and let them know we're coming to town, so they let us do what we want. Sometimes we have to wear shirts with collars, and if we don't have them we'll buy them in the pro shop. But usually we just dress like a rock band.

Check out the Incubus Web site at www.enjoyincubus.com.



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CUTTING EDGE ENTERTAINMENT

### War Machines

As an Add-On to Total Annihilation Kingdoms, IRON PLAGUE Does Little More Than Extend the Life of the Game.

**FACT FILE** 

■ PUBLISHER GT Interactive ■ DEVELOPER Cavedog ■ GENRE Strategy ■ PLAYERS 1-8 ■ ESRB RATING Teen ■ PRICE \$19.99

#### **GAME GLANCE**

- 5 Races
- 15 More units
- 25 New missions
- 25 New maps
- 1 Same old strategy

Although Total Annihilation Kingdoms: Iron Plague improves the original with a patch, a new civilization, and new maps, there's little else to get excited about.

By Di Luo

nontinuing the story of the Goriginal, Total Annihilation Kingdoms: Iron Plague introduces a

new entrant to the unending wars of Darien, the Creon. Unlike the typical magic-wielding civilizations in TA Kingdoms, the Creon rely upon technology for war, using units such as robots, steam powered tanks, and mechanical dragons. Unfortunately, this difference between the two is mostly superficial and does little to change or improve the gameplay.

Like the other races, the Creon still must use the only resource in the game: manna. Their units are also similar in their abilities, though they are somewhat slower. The Creon make up for this deficiency with stronger defensive capabilities. The same strategy of either rushing large armies quickly or overloading on defensive structures until you get the superunit applies. Because of the strength of defensive structures in Kingdoms as well as in Iron Plague. stalemates often occur, and games can drag on for over an hour until superunits appear.

The included campaign scenarios are lackluster. Like the original, they go back and forth between the various nations, with the story told through cut-scenes. The story. though somewhat interesting. doesn't do much to suck a player into the game, and the missions themselves rarely stray from the usual build, seek, and destroy bit.

The interface also needs a bit of work. Though it's decent, it lacks a simple way to distinguish units in a large group, and there are no commands for units to attack everything in a certain area.

While Iron Plague does little to improve Total Annihilation Kingdoms, and contains little new to warrant lavish praise, it's still a stable and well-executed mission pack that should amuse avid fans of the first game. 0



MECHANICAL MAYHEM We've got rhinos with cannons and robots with guns, and every one of them is on a bloody rampage, bent on destroying everything in their path.

Tech Specs PROCESSOR & MEMORY MINIMUM SPEC 200MHz & 32MB ■ PREFERRED SPEC 266MHz PII & 64MB WPATIBLE WITH: INTEL PENTIUM, AMD KG-2 GRAPHICS SUPPORT Software Rendering ■ Direct3D 3dfx OpenGL **AUDIO SUPPORT** EAX (SBLive!) M A3D MULTIPLAYER OPTIONS MULTIPLAYER SUPPORT CD FOR EACH PLAYER? Yes MIN. INTERNET CONNECTION 28.8k

#### The Verdict HOW THEY COMPARE **GRAPHICS** PROS: Not too much resource A few effects are attractive, but units are angular and StarCraft management, but there's decent too similar to easily distinguish one type from another. Has there been anything better? A true multiplayer and a variety of civilizations. classic real-time strategy game. CONS: Can become stale and boring, ■ Age of Empires II especially with the ever-present A Microsoft classic that gives history possibility of long stalemates. SOUND buffs something to think about. ■ The usual assortment of booms, zaps, and thunks. WarCraft II **OVERALL** Nothing impressive, and hardly any background sound. Still the king of fantasy real-time Another add-on that strategy games extends the life of Total Annihilation a game but does The original hit that made Cavedon MULTIPLAYER nothing to improve it famous among developers. ■ Playing against a human opponent can be enjoyable; a significantly large variety of maps and an editor are included. Iron Plague It's decent, but decent doesn't cut it in this listing of fabulous games $\star\star\star$

### More of the Same

Old Material Wrapped in a New Package in THE OPERATIONAL ART OF WAR II ELITE EDITION.

FACT FILE

■ PUBLISHER Talonsoft ■ DEVELOPER Talonsoft ■ GENRE Strategy ■ PLAYERS 1-2 ■ RSAC ADVISORY N/A ■ PRICE \$39.99

#### **GAME GLANCE**

- 28 Scenarios 44 Years of war
- Countless dead

A good game, the latest patch, and a scenario. What else could you want? Something new, perhaps?

By Di Luo



STEMMING THE TIDE Cubans rush to contain the US beachhead during an imaginary assault on Cuba in 1962.

eleased to critical acclaim, *The* Operational Art of War II (TOAW II) is an operational-scale war game that simulates modern conflicts using a flexible system that could be fitted to fight almost any war in the modern era.

Talonsoft has a history of repackaging patches and add-ons with original titles and then selling them as "new products," which it repeats with TOAW II Elite Edition. This is simply a compilation of TOAW II, its latest patch, and the add-on Flashpoint Kosovo. There are no significant changes here.

That said, the game is enjoyable; it provides a competent artificial intelligence opponent and has great replay value. But the designers seem to think that bigger is better, creating many huge scenarios that

require nearly half an hour per turn. These new scenarios and patches aren't worth the price of admission unless you're a fanatic. 0

#### The Verdict

PROS: Tons of scenarios; great editor; free downloads off the Web; an enjoyable game with good Al opponents

CONS: More of the same; just another thrown-together marketing scheme if you have the original TOAW II.

#### **OVERALL**

A good buy for newcomers to the series, but this would be a waste of money and shelf space if you already have the original game.





## $\mathbb{P} \left\{ D \right\} \left\{ V_{\Lambda} V_{\Lambda} \right\}$

### One for the Road

TESTED Inspiron 5000 Notebook, Dell Computer, www.Dell.com, \$2,900

h, notebook computers - the A saviors of corporate America. What would we do without them? We can be more productive, use Microsoft Office on the road, show PowerPoint presentations - yawn but who cares? What about games? We picked up the Inspiron 5000 to find out if this baby packs enough punch to let us spend some real quality time at the keyboard.

Companies have been equipping employees with notebooks for ages now, but Dell notebooks have always held the distinction of providing powerful, reliable computers at a

reasonable price. The first and most obvious concern is how it stacks up to a desktop counterpart.

Well, it's obviously lighter. You don't need a weight belt to lug this beastly machine around town (as with some of the gargantuan firstgeneration laptops we've used). The system specs of the unit we received read like what you'd find on your landlocked PC: a 600MHz Pentium III CPU, 128MB RAM, and a 12GB hard drive. Add on the built-in 56K modem, 14.1-inch display, and a 6x DVD-ROM drive and you've got everything to keep you entertained while on the go.

If you're into playing most roleplaying or real-time strategy games, you should be okay. But if 3D-accelerated, supercrisp, firstperson-shooter games like Quake III: Arena or Unreal Tournament float your boat, consider yourself warned. They will work on this; they just won't look too pretty or run very smoothly.

-Darren Gladstone

Rating



#### **GOING MOBILE**

This desktop-a-gogo will let you get your game on just about anywhere.

#### **Tech Talk**

One thing we've got to point out is that this is one of the first notebooks to use Intel's SpeedStep technology, What exactly does that mean? When unplugged and running off battery power, the CPU will run at about 500MHz, but when plugged into an outlet, it kicks up to 600MHz.

But are notebooks ready for some serious gaming? Not quite. The biggest beef is the current state of mobile 3D chips.

ATI Technologies was first onto the mobile chip bandwagon. (It supplies the chip in the Inspiron 5000, the RAGE Mobility P chip.) It works passably but not terribly well. This 8MB chip has trouble cutting it with many games on the market today.

The only other company to try at this point is S3, with its 16MB Savage MX 3D graphics chip. But only a handful of notebook makers, such as Toshiba and NEC, are using it. Why so few? Space, heat, and high price. 3D cards generate so much warmth. you can turn your heater down in December with a notebook in your lap.

There are, however, rumors circulating that nVidia is working on a mobile chip. If that's the case, we'd settle for a "measly" mobile TNT2 Ultra chip.

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### **Noise Makers**

TESTED ProMedia v.2-400 Speakers, Klipsch, www.klipsch.com, \$249

whenever you're at a movie theater these days, you see that THX logo pop up. This means two things: You're about to be treated to some audio bliss, and you're about two seconds away from going deaf. That's why we had to test Klipsch's ProMedia speakers when we heard that it was making THX-certified speakers for the PC.

Upon opening the box we found four damn sturdy satellite speakers and a subwoofer that looks like it was chipped off the obelisk in 2001: A Space Odyssey. As we cautiously approached it like some apes in the aforementioned film, we didn't know what to expect.

After a quick installation, this 4.1 speaker system quite literally rocked the office. Editors from incite Video Gaming ran in thinking construction was going on...but it

was just this li'l old speaker setup. DVDs sounded deep and rich, music came through crisp, and we almost brought the house down playing Quake III.

You won't often see us gush about a set of speakers, but these will make any home computer/audio-video system complete. The fact that we're now considering shelling out our own hard-earned cash for these speakers should speak volumes.

-Darren Gladstone

Rating \*\*\*



speakers give earth-

shaking sound.



## Iron Eagle

**Falcon** is

trying to

with the

budget-

minded

Talon 1.6.

change its

caviar image

TESTED | Talon 1.6 Computer, Falcon Northwest, www.falcon-nw.com, \$1,450

alcon Northwest has two notable distinctions: It provides some of the most solid computers around, and you pay through the nose for them. But Falcon is trying to change its caviar image with the budget-minded Talon 1.6.

We were lucky enough to be the first magazine to see a Falcon 700MHz Athlon PC for our premier issue, but we had one major gripe: "Even with the monstrous amount of hardware under the hood, the price tag was a little hard to swallow." Open mouth, insert foot, start chewing.

We're happy to report that Falcon woke up to the fact that not everyone could afford a Falcon... now they can. Even this "trimmed down" unit will stave off most of the usual upgrade pangs for some

The 650MHz Athlon CPU, 128MB RAM, 15GB hard drive, and Voodoo3 3000 card will keep you trucking with most games on the

One issue we have is that it isn't very customizable. Sure, you can plug in extra cards later, but off the Web site, you're stuck with a default system. Under the hood is almost everything you'll need to get into the game, but there are a few things you won't find in the box. Little things like, say, the monitor, speakers, and the killer three-year, parts-and-labor, overnight-service warranty that is standard with Falcon Northwest's Mach V computers. But even if you get a new monitor, you're paying only roughly what you would pay for a similar build-to-order PC from the big boys like Dell or Gateway. And the Falcon's performance is worth it.

Just how well does it perform? Exceedingly well. In fact, in basic tests our benchmark results indicated it was almost a 700MHz machine! This is definitely a solid performer. It flew through the likes of Unreal Tournament, Quake III: Arena, and F/A-18. Granted, we would have preferred a GeFORCE card, but beggars

can't be choosers.

If you're a gamer on a tight budget and you're looking for a good starting point machine that has all the power you'll need to run the hottest games out there, the Talon 1.6 could very well be the machine for you.

Well, Falcon, you did it. You shut up the critics...at least for the moment.

-Darren Gladstone

Rating



#### **Tech Talk**

#### Athlon versus Pentium III

Which is better? That is the now infamous question when it comes to buying a PC. There are pros and cons to each choice.

The Pentium III is stable and capable - and that is its strong point. But it's not as fast as the Athlon.

The Athlon chip is very fast. In fact, it can handle 3D operation better than an Intel chip rated at similar speeds. However, in the past, Athlon motherboards have been riddled with incompatibility problems. The good news: The company has been making a concerted effort to fix those problems. Check out www1. amd.com/athlon/config to see which configurations work best with an Athlon.



HIGH FLIER You can cut the price of a Falcon PC in half, but you can't clip its wings. Too bad this guy doesn't come with a monitor and speakers. But still, it's a great bargain.

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Sound Blastin'

TESTED MX400 Monster Sound Card

Diamond Multimedia. www.diamondmm.com. \$80

he MX400, Diamond's latest entry into the crowded sound card market, is a product that it outperforms many of its competitors at a reasonable price.

The card sports superior sound quality, quad speaker output, a Coaxial S/PDIF out, and Dolby for your "desktop theater." But what do you care? You want to know how it works with your games, right?

If you buy this card just to hear the splatter of giblets from your most hated foes, you won't be disappointed. The MX400, using the Sensaura-based Canyon3D chipset, provides full support for EAX 1.0 and 2.0, as well as A3D, making it compatible with any game that makes use of 3D audio. The results are wonderful: From the sound of footsteps behind you to a volley of rockets exploding at your feet, the sound is clear, rich, and accurately positioned, even when using only two speakers. The MX400 is also more efficient than its competitors. In one test it was able to play MP3s as well as games simultaneously without hurting the game's frame-rate. An identical machine using the SoundBlaster Live chugged.

The only drawbacks to the package are the crappy games included and Diamond's occasionally buggy In-Control tool. But for \$80, you can't expect Unreal Tournament.

-Di Luo

Rating





### Plug and Pray

**TESTED** GM2 Gaming Mouse, Saitek, www.saitek.com, \$49

**S** aitek is definitely onto something with the GM2 gaming mouse. We just haven't quite figured out if it's absolutely needed yet.

The GM2 is a replacement for the keyboard and mouse, in the form of a baseball mitt-like action pad and mouse. If you're a fan of using the keyboard and mouse to blast your way through games like Quake III: Arena, you're in for a screwy learning curve. You'll certainly have enough buttons to keep in control: it's just their placement that bugs us. While the thumbwheel does a great job of letting you strafe, the eight-way hat switch that sits atop the left controller strains your index finger to the verge of arthritis.

The amount of pressure I was exerting on the index fingercontrolled hat switch actually caused me to pull back in pain at one point and massage my hand! We suppose that one man's pain may well be another man's pleasure...but that's another story for another type of magazine.

Mice are always a matter of personal preference, but the mouse here feels and works great...even with the funky hat switch on the

mouse's side. In fact, we'd even say the mouse portion is a worthy replacement for your old Intellimouse. Its just that you still have to contend with that damn left hand base controller/torture device.

We will give credit that this could be a suitable solution for a newbie who hasn't grown accustomed to keyboard gaming. Want to rocket jump or circle strafe but you're all thumbs? With the button-mapping software, it's a relative snap.

However, we can almost guarantee that a newbie will give up before even getting to play with it. The installation is maddening. Maybe it's just the drivers, maybe it's Saitek's software interface, but it left two of our editors scratching their heads for the better part of a day. At points it actually became "Plug and Pray" as opposed to "Plug and Play."

Moral of this story: Try to reinvent the wheel one time too many and you're bound to get something right...just not everything. Saitek is certainly onto something here, but it's not at a good final product yet.

-Darren Gladstone

Rating





meets the eve with this N64 converter.



### Adaptoid

**TESTED** Adaptoid, Wish Technologies. www.Dell.com. \$28

> espite its dopey name, the Adaptoid isn't a kid's toy. It will, however, let you use your Nintendo 64 controllers on a PC via a USB connection.

Now, say what you will about N64 games and the N64's dated CPU, but that controller is sturdy, damn comfortable, and accurate as hell. This rather unassuming little plug will let you use it on your PC for a mere 30 bucks. It painlessly hooks up, recognizes every button on the controller. and allows you to transfer games from an N64 Memory Pak, and there is even some talk of rumble-support drivers.

In short, if you own an N64 and a PC, you have no excuse not to buy the Adaptoid.

-Darren Gladstone

Rating



#### **REVIEWS REVISITED**

S3 Diamond Viper II,

www.dmmunderground.com, \$200

few months back we gave the Viper II four stars. The new card, using S3's Savage 2000 3D chipset, would've done better but we took issue with the poor driver support out of the box. Now S3 has unleashed a gaming site,

new Viper II drivers, and an S3TC patch. Games look good, and we haven't run into too many problems at this point.

However, we're still going to stick by the four-star rating we originally gave it. The Viper II is a capable card, but we want to drive home the message to hardware manufacturers that we want products that work perfectly out of the box.

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**MOUSE TRAP** The

give you a little

something extra,

but is it too much

too soon?

GM2 mouse tries to

# Tohitand Agorcovers \*Deviof the Destroyers

9 New character classes and races
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In the four corners of Jadame gates to the planes of Fire, Air, Earth and Water have opened and denizens of those realms are sweeping across the lands devastating all in their path.

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NEW WSHLD COMPUTING

3D0

WE ANSWER YOUR TECH QUESTIONS | BY DARREN GLADSTONE

#### The Big Question of the Month

Seeing Spots

#### Q.What is the big deal about refresh rates on a monitor?

A. Nothing, if you're trying to go blind. All too often, people run their monitors at factory-default 60Hz refresh rates simply because they don't know any better. I get migraines just by looking in the direction of a 60Hz monitor too long. Heck, I'm surprised my eyes don't start bleeding.

If you get a major headache when using your PC, your screen's refresh rate could be the problem. Ideally, you should run your monitor at about 85Hz. New monitors and graphics cards can handle this refresh rate at 1,024x768 resolution without batting an eye - so to speak.

The first thing is to make sure that your monitor is selected correctly. Go to the Display control panel, click Advanced, and then click the Monitor tab. If the name of your monitor isn't already there, click Change and select your display. If you can't find it listed, go to the monitor manufacturer's Web site and

download the latest .inf driver file. (That identifies the monitor to the PC.) Once your monitor is all set, click the Adapter tab and set the appropriate refresh rate according to the quidelines vou find in the monitor's instruction manual.

We have to give you one very big warning. though: Don't set the refresh rate too high, as doing so can damage your monitor, leaving you with a \$200 glasstubed hunk of junk. Before doing anything, check with your monitor's manufacturer for details on the maximum resolution and refresh rate settings for your

monitor. You can

find this information either on the company's Web site or in the monitor's instruction manual.

### Wrap It Up

#### Q. What the heck is a D3D wrapper?

A. Games that operate in 3D use one of two main APIs (Application Program Interfaces): OpenGL or Direct3D. There are inherent advantages to each, but most cards do a better job of supporting Microsoft's D3D.

So, where does this wrapper come in? The D3D wrapper is a piece of software that takes OpenGL commands issued by the game for drawing 3D graphics and translates them to Direct3D.

Direct3D does the actual drawing to screen. A D3D wrapper will let your card run, say, Quake II, if it doesn't natively support it.

### Let's Hear It!

We want you to badger us with any computer questions you can come up with. So, start thinking up some good stumpers now. Send your questions to incite PC Gaming, 650 Townsend St., Suite 305, San Francisco, CA 94103. Or email us at gearheads@ incitepcgaming.com.



#### **Drivers Wanted**

#### Q. How do I update my drivers, and how often should I do it?

A. To keep your PC running in tiptop shape, look for key driver updates on a monthly basis. In order of importance, check your graphics card, sound card, modem, and game controller.

You can find the drivers for your hardware on the manufacturer's Web site, usually under the "Support" section. But if your graphics card or sound card maker is slow to post updates, try going to the chipmaker's Web site to get the latest drivers. Make sure to keep on top of new drivers if you want your games to run their best.

Make sure to keep on top of new drivers if you want your games to run their best.



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Poorly planned trips are never much of a vacation.

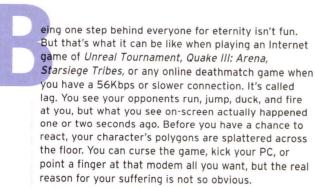
Take control. Book your flight. Rent a car. Make hotel reservations in like, two minutes. Maybe three.

www.yahoo.com

# Opening the 2 Ve

The Maker of **Half-Life** Is Sick and Tired of Slow Ping Times Over the Internet — and It's Proposing a Radical Solution to Fix It.

**BY DAVE REES** 



Blame the Internet. It's guilty of having an infrastructure that is physically unable to transport

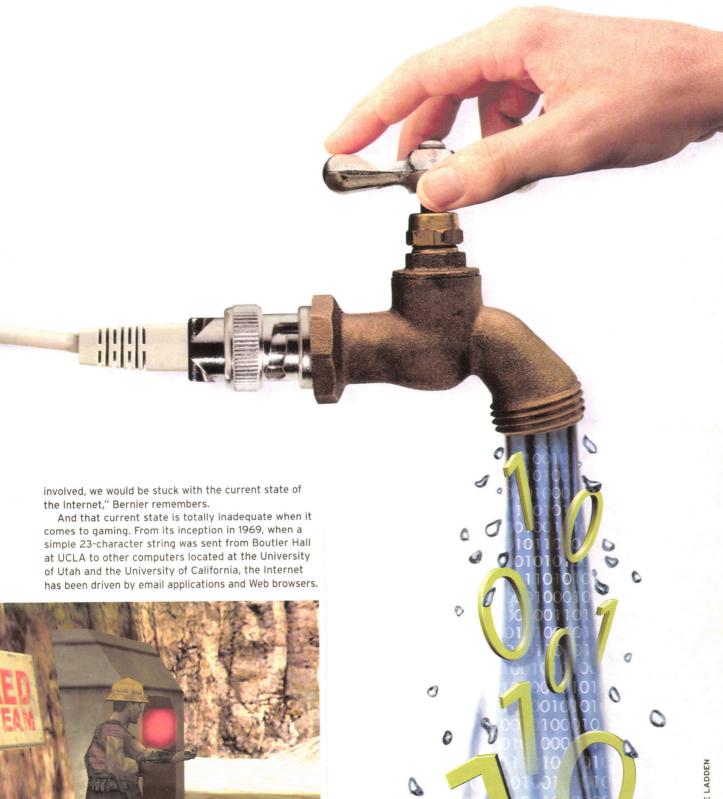
Valve wants PowerPlay to become an open industry standard, and it just might.

massive chunks of data at high speeds without significant errors. The Web was never designed to deliver high-level consumer entertainment, and that is exactly what we are demanding of it these days. The rate at which the Internet has evolved hasn't come close to the rate at which data-transfer rate requirements have grown, and the result is that hundreds of gamers everywhere are getting needlessly fragged.

Valve, the company that created *Half-Life* – heralded as one of the best games ever created – is here to save the day. Its next game, *Team Fortress 2*, will not only push the limits of network-based team play, but will also feature real-time voice technology, which means you will be able to have spoken conversations with other players while playing a game. The Internet as it stands has far too many bottlenecks for even simple 3D action games, much less games with built-in voice communications. That is why Valve decided to create PowerPlay, a new proprietary technology the company claims is "a set of standards and protocols for improving games and entertainment on the Internet." Ultimately, Valve wants PowerPlay to become an open industry standard, and it just might happen.

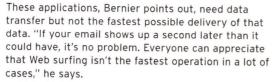
"PowerPlay really grew out of our analysis of where we were and where we wanted to be for *Team Fortress 2*," says Yahn Bernier, senior software development engineer at Valve. Development of the first-person shooter, particularly the hope to incorporate real-time voice communications into the game, caused Bernier and his team to research ways of improving its networking architecture and bandwidth utilization.

Seeing that both voice and game traffic are vulnerable to latency, Bernier consulted Cisco Systems to see what it could do, if anything, to speed up the flow of information over the Internet. "What we found out is that without getting other parties, such as ISPs [Internet Service Providers] and hardware vendors,



A SNIPER'S WORST NIGHTMARE Trying to pick off opponents when you're playing on a slow connection is almost impossible.

ILLUSTRATION BY RANDEE LADDEN



"In addition, these services generally sit on top of protocols that operate reliably, with the downside being that losing packets [of data] tends to 'stall' the transfer until retransmission is attempted," Bernier goes on to elaborate.

In other words, if a packet of data doesn't reach its destination, it is resent again and again until it does or until it gets dropped entirely. That, of course, isn't

How will PowerPlay affect the gaming experience? Will games have to change?

> such a big deal when it comes to email applications or Web browsers, but when it comes to real-time strategy or action games, it is absolutely devastating.

"Games absolutely require timely delivery of packets and have no room for stalls because of dropped or lost packets," laments Bernier. "All of the pieces along the connection between you and other gamers can be examined with this viewpoint."

Bernier cites modems as an example. These devices typically compress data travelling between you and your ISP. While this makes sense for email and HTML pages – which are text-based and easily compressed – it doesn't work as well with data that is more time-dependent. The reason: This compression involves buffering data and delaying its transfer until the compression buffers are full enough. Think of it as making sure a box is totally full before you seal it and send it through the mail.

Electronic routers and access concentrators are

capable of deciding which packets to drop first during periods of congestion. But, as Bernier points out, "these features are often left disabled by ISPs."

To open these bottlenecks, Valve is asking ISPs and hardware manufacturers to turn on the router options in their systems, thus providing a much higher quality Internet gaming experience for everyone.

#### **Moving the Rubber Tree Plant**

Of course, convincing everyone to go along with the plan won't be easy. Valve's efforts are about to be put to the test, big time. It has dozens of developers, hardware companies, and a few big ISPs (yet unannounced) committed to PowerPlay, but there are still many cynics out there, particularly the press. Many people think Valve is in over its head.

"Probably the biggest issue right now is a certain amount of skepticism that we will be able to achieve our stated goal for PowerPlay 1.0," says Bernier.



**ONE SECOND TOO LATE** It takes only a moment of lag to lose your life to someone you couldn't even see.

#### Bernier for President



Yahn Bernier's career path is definitely a long and winding road. Before joining Valve as a software development engineer, he was a patent lawyer in Atlanta. Before that, he studied chemistry

at Harvard University. Before that, at the humble age of 12, he taught himself computer programming.

So what are
his suggestions for improving your
lag times right now? Unfortunately,
the options available today are few.
Essentially, all you can do is
upgrade your connection speed and
find the most efficient ISP for your
area. But even that combination

doesn't quite cut it. Sure, we can all go out and invest in a cable modem or a DSL (digital subscriber line), or find a cozy community with access to a T1 connection. But that isn't where the root of the problem lies,

## Yahn Bernier studied chemistry at Harvard. Now he's reinventing the Net.

and the faster our connections get, the more apparent the Internet's weak infrastructure will become.

The only real solution is for Bernier to reinvent the Internet. And who knows? His next feat may be to run for president. "which is to make playing on the Internet feel like you are playing on a LAN. That skepticism is perfectly understandable, and the best way for us to address it is to give gamers something to try for themselves and see the benefits of PowerPlay."

PowerPlay will be released in phases of increasing functionality. The first phase is actually a proof of concept deployment. If all goes well, Phase 2 will introduce features like high-quality real-time voice communications, and the performance will be improved even further for new lower-latency modems.

The big question is, how will PowerPlay affect the playing experience? Will the games themselves change? Technically, yes. But the playing experience will be dramatically enhanced for everyone, and those with higher-speed connections will lose their unfair advantage in online deathmatches.

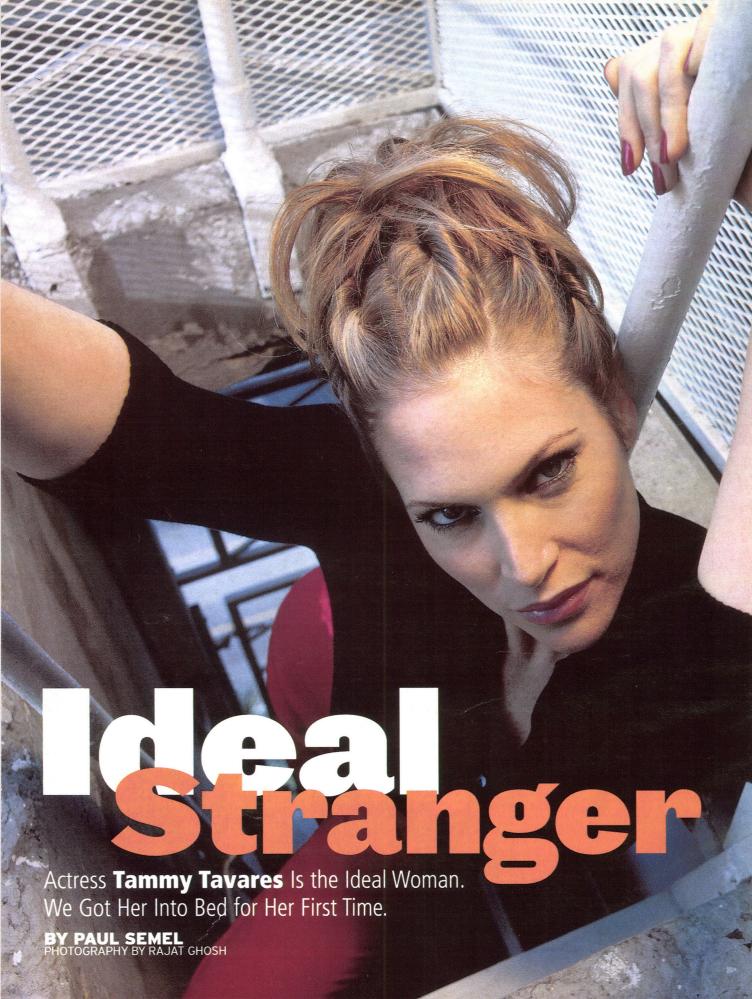
"Today's games should see improvements based on ISP deployment and infrastructure changes alone," says Bernier. "Anything that improves quality of service in any component along the end-to-end connection should help users right away. Of course, to the extent that the game executables need to 'turn on' certain bits or use a certain design, improvements from those steps will probably require PowerPlay updates."

#### The possibilities PowerPlay presents are encouraging if it works.

Valve has an impressive list of developers (see sidebar at right) willing and able to add PowerPlay functionality to their upcoming games and even release PowerPlay patches for games already on the market. And modem users who are used to pings that hit the 500 mark will surely be jumping all over the opportunity to level the playing field. But by the time we went to press, full ISP cooperation - a critical component of the PowerPlay effort - had not yet been officially announced.

The possibilities PowerPlay presents are certainly encouraging - if it works as promised. Getting ISPs to cooperate seems to be the biggest stumbling block, but more and more are becoming believers in the technology. Perhaps we will shortly be well on our way to an ideal "ping-free" world. 1







t's not easy being the ideal woman from another planet. But then actress Tammy Tavares - who plays the ultimate lady alien in the sci-fi comedy What Planet Are You From? likes a good challenge. While this feisty, curvaceous beauty could easily have a career as a sex symbol, she instead opts for brains over beauty, playing doctors and lawyers instead of scantily clad girlfriends. (Okay, so her characters are good-looking doctors and lawyers, but you get the point.)

Besides What Planet Are You From? - in which she instructs fellow alien Garry Shandling in the art of seducing human females -Tammy appears in the indie flick Stanley's Gig with Faye Dunaway and may have a recurring role on Super Nerds, a new show that may appear on Comedy Central.

#### So, let's lie in bed and talk. Tell me about your mother.

[Laughs.] Well, my mother was really young when she had me. She was actually 17, so she was very determined to make sure that I did something with myself and didn't wind up barefoot and pregnant when I was 17.

#### Where did you grow up?

In Indiana. But we moved a lot between Indiana and Florida. My mother's side of the family was in Indiana, and my dad's side was in Florida, so they'd go back and forth.

#### Is that why you're so outgoing?

Hmmmm...I'm sure that had a lot to do with it. I also think it created this chameleon part of me that helped me to adapt. But I was always outgoing as a kid.

#### So, in What Planet Are You From?, you play the ideal woman....

Well, the ideal woman on this other planet isn't like Pamela Lee, she's more like June Cleaver. So, she's not really a sex goddess, though she is to them. I was rotating on this chair, and there were thousands of men going, "Ooooh, aaaah."

#### Well, what I was going to ask was, as the ideal woman, who do you think is the ideal man?

It depends on what I want him for, [Laughs.] Am I marrying him or do I just need him for the night? [Laughs.]

#### In the film, you give Garry Shandling's character advice about wooing women. Would that advice work on you, though?

No. [Laughs.] It's really about how someone treats me, how good they make me feel. I want you to be who you are and enable me to really

### "I'm somebody who

### likes to get down to business."

be myself. Sometimes I like guys who are nerdy and funny. That sometimes floats my boat.

#### Speaking of nerdy and funny, what's Super Nerds about?

It's about these two guys that work in a comic book store, and they're into comic books, Dungeons & Dragons, and video games, but they're really bad with women. And I come into their store, and they don't know how to cope.

#### Would you ever go out with guys like that? Super nerds need love too.

I think I would. I would hope he had more going on, but I wouldn't mind if he plays video games.

#### If you could erase one acting job from vour resume....

I did one movie, and the male lead was just not good. He would take five-minute pauses between lines. I could ask him a question and get something to eat before he finished his answer. I don't think he'll ever get to do another movie.

#### Well, it's obvious that you will. Which means you're going to have to do a lot more interviews.

Yeah, though this is my first.

#### Wait, this is your first interview, and we got you into bed?

What can I say? I'm just somebody who likes to get down to business. [Laughs.]

#### **Ideal Facts**

#### Where vou've seen

her: Days Of Our Lives, Melrose Place, The West Wing, V.I.P.

#### Coming soon:

Stanley's Gig with Faye Dunaway, What Planet Are You From? with Garry Shandling, Annette Benning, Greg Kinnear, and Ben Kingsley

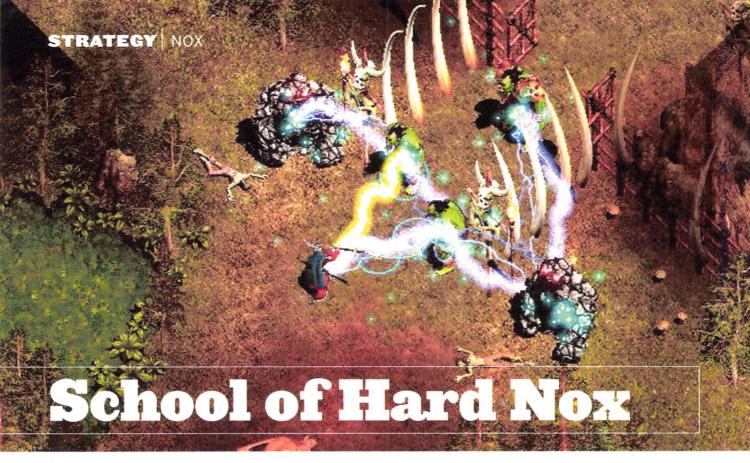
#### Favorite sci-fi movie: Starman **Favorite funny**

movie: The Ref **Hobbies:** Watching movies, washing the car

#### Most ticklish spot:

Inner thiah





#### Nox Is Great Fun, but It's by No Means Easy. Welcome to Class.

What distinguishes each of the game's characters? Regardless of which of the three characters you start the game with, the values at the outset are exactly the same for the three categories. The differences become apparent during the course of the game. The main characteristics are the different maximum values of the attributes, which basically determine the type of game. The fast and strong Warrior wins every hand-to-hand battle, while the weak Wizard should take care of the monsters from a distance. Beginners should play as the Warrior as it's the

Is it worth trying to play with all three characters? Although the three campaigns are basically the same in structure, there are different missions for each of the characters.

easiest character.

The Conjurer is quite interesting to play – fighting with controlled monsters on your tail isn't easy, but it is spectacular.

#### How do I start my adventure?

The detailed graphics take their toll. You really have to keep your eyes open in order to discover the many barrels, boxes, chests, and other useful objects. Always take the time to search through all of the buildings in the villages. The game allows you to take everything unhindered and without any of the villagers protesting. Hollow stumps that should be searched are often found in the landscape.

#### Some boxes or barrels cannot be destroyed!

Before you ruin your weapons forever, check whether the containers have been reinforced with wide metal bands. Hands off if they are, because they will not break. One way to tell is that no yellow sparks shoot off when the containers are hit, as they do with other

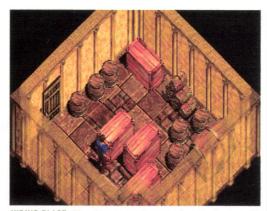
#### **Character Selection**

Those who like to get right down to the massacre will select the Warrior, but the real joy of magic can be had only with the Conjurer. Although the Conjurer is average in regard to the values, he uses special tactics.





Max. Character Values	Warrior	Conjurer	Wizard
Health	150	100	75
Magic	0	140	170
Strength	125	55	35
Speed	100	92	88
Limitations	No bows	Only leather armor	No armor



HIDING PLACE Storehouses are treasure troves where you'll find many usable objects.

boxes. Some barrels are marked with a lightcolored "X." Explosives are hidden beneath them that may reveal a hiding place or two.

#### How can I best use the auto man<sup>o</sup>

Always keep an eye on the map. By using a high zoom you can discover narrow niches or passageways that usually lead to wellquarded, valuable objects. Pay attention to tips such as bones strewn across the floor. As a rule, they mean monsters aren't too far away. If you lose your sense of direction in

larger dungeons, make use of the excellent map-reduction options.

#### Help! I keep running straight into monsters!

Keep a slow, careful pace. You'll generally be able to see monsters soon enough to react. Once they appear, stop right away and assess the situation. Remote weapons or magic spells can easily be used without endangering yourself.

#### How do I avoid all the trans in the vaults?

Most of the traps aren't too difficult to avoid, as they're time-delayed.

## **That's Simply Smashing**

In many of Nox's dungeons you'll find large stone flags. When crossed, they release a gigantic stone fist. With a bit of practice and the

right timing, you'll soon learn to use this crushing mechanism for a distinct tactical advantage when fighting monsters.



Don't forget your character can run and jump. As a rule, this puts you on the safe side. It's much more interesting that many of the traps can be used to kill monsters.

#### Are there any secret chambers in the game?

The world of Nox is full of secrets and surprises - there's a good reason why almost all objects in the game can be manipulated. Keep your eyes open for crumbling walls and try to create passageways at these points, either with weapons or by using the powder kegs.

Also be on the lookout for secret passageways that may be hidden under rocks. Use the muscle power of your character to shift objects at will.

#### As a Warrior, do I have the power to heal my escorts?

The Warrior is basically a sword wielder who doesn't have any intrinsic magical qualities or capabilities. Nevertheless, he does have the ability to do something good for others with healing objects (potions, drinks, food and so on). Simply drop the desired object from your inventory onto the ground. When you do, any of the wounded party members in the area will use it immediately.

## **Tips**

#### **Look Around**

Use the cursor to look for as many usable objects as possible (boxes, barrels, tree stumps, rocks).

#### Run!

If a fight seems to be futile. vou can escape in most cases. The monsters generally give up after a short pursuit.

#### **Shop Around**

When making purchases, don't forget to use the identify option in the inventory. You can then check whether it makes sense to purchase the desired object before finishing the transaction.

#### Fix Things Up

Repairs cost the same at all traders, which means you don't need to waste time looking for the cheapest trader. Armor can also be repaired at the tavern.

#### **Keep Away**

Don't run blindly toward monsters. Your opponents initially stay stationary when they turn up in your field of vision. If you have a bow or magic spells, use them first

#### Trap Monsters

Lots of creatures can be blindly lured into the many traps, so make use of them.

#### **Rest Up**

Even if no healing potions or magic rocks are nearby, you can still regenerate life and magic points. Choose a quiet corner of the map and rest your character. The values regenerate on their own, but very slowly.

#### **Punch Out**

Always destroy boxes. barrels, etc. with the fists, not your weapons.



JUST LIKE A DINNER BELL The leg bones on the forest floor seem inconspicuous, but if you proceed along the trail, a mean wolf will come racing toward you.

The Conjurer is

most interesting

character to play.

casts on various

given almost a

strategic touch.

is not an easy

definitely one of the

characters in Nox, but

Through the charms he

monsters, the game is

Arm the character with a bow as quickly

as possible. Since you

generally recognize monsters in time before

they attack, fighting

especially effective.

The same is true

conjured protégés. Stay

from a distance is

when using your

in the background

during battles and

observe what your

they are left so

for battle magic.

monsters do. Even if

weakened that you'll

have to use less magic

the opponents survive,

**Special Tactics: The Conjurer** 

#### Chapter 1 -Shortcut to Ix

Is there anything special I need to know about Chapter 19

Actually, there isn't much you can do wrong in this tutorial. Pay attention to the tip signs in the level. Don't get nervous about the earthquakes, Explore all routes: Secret chambers can be discovered in the first cave.

#### Chapter 2 -Aldwyn the Conjurer

What should I do first in Ix? Earn a bit of money by taking part in the archery contest. You can buy a very cheap bow from Morgan Lightfingers for 100 gold. Before you look for Aldwyn, visit the bridge guard. You will find the boots you were looking for in the

branching Urchin caves.

How can I find Aldwyn?

Work your way through the goblin caves where you found the guard's boots. In one of the side rooms is an elevator that you can ride up to daylight. The Conjurer you seek is somewhat north of there.

## Chapter 3 -Rescue in the

Where do I have to go first? Before you go to the mines in the south, you should explore your nearby surroundings. Two secret places and a side quest (Osborn's Spectacles) await you. You will find the sought-after spectacles in the bandits' camp.

## workers free?

Comb all passageways. Try to free the vaults of the irritating bugs before you rescue the workers from their hiding places. New monsters turn up on your way back to the elevator. Always try to have conjured creatures along.

#### Chapter 4 -**Beneath the Field** of Valor

How do I protect myself from the dungeon monsters? Keep an eye on the

trigger a stone fist. You can use it to smash many of your opponents to smithereens.

#### I always lose against the **Necromancers of Hecuba!**

You have to keep moving. Stay close to the magic columns and use your Stun spell against them, followed by Meteor. Another option you can use against them is a series of rapidly fired arrows.

#### What's the best tactic to use against the barbaric guardian of the crypt?

This guy is damn fast. Get yourself some leeway with Slow or Stun in order to be able to launch your own attacks with Meteor or arrows. The motto here (again): Always keep moving to avoid dangerous blows.

#### The Keeper of Souls is getting on my nerves. How can I get rid of him?

Before you face off against this guy, you should have equipped your clothing with Protect From Shock. If you explored the dungeon carefully before, you should have the appropriate objects and the Protect from Shock spell in your inventory. Try to attack your opponent from behind so that he hits

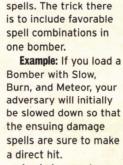
# **Mana Mines**

## How can I set the mine

many stone flags that

#### Don't forget that you have several commands available to you. The standard setting should be Escort. The Hunt command usually scatters your troops, and may result in your losing your command of the situation. The Guard mode is a good choice in order to cover narrow spots, for example, or to set up

an ambush. The small



kamikaze figures

particularly good

because they can be

"loaded" with three

(Bombers) are

A mimic monster disguised as a treasure chest is lying in wait on the upper left of the screen. As soon as it attacks, our four Bombers will give him a warm reception.

Unfortunately, not all of your spells are recommended. In our test game, we came up

with an overall hit list: **CHARM CREATURE:** This is the Conjurer's

NOT WHAT IT SEEMS A mimic monster disguised as a

treasure chest is laying in wait on the upper left.

declared goal. **STUN:** Gives you enough time to attack your opponent.

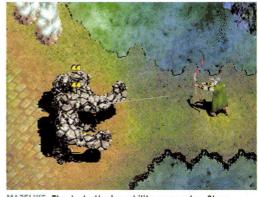
**METEOR:** Virtually no monster will survive it. Learn to use it at least to Power 3.

BURN: A great idea when your magic is running low.

**SUMMON STONE GOLEM:** 

As soon as you call this extremely strong colossus, everything goes a lot smoother. This creature is indispensable.

The protection spells are not very effective, unfortunately. Attack spells such as Toxic Cloud or Fist of Vengeance are simply too slow and expensive for the game's pace.



MAZELIKE Thanks to the Immobility arrows, two Stone Golems are turned into gravel within a matter of seconds.

## The Evil Conjurer

In addition to sacking the chests in Horrendous Castle, it is well worth your while to engage the available knights to fight the monsters. If a knight quits, you can take his armor and sell it for

lots of gold later.
Hecuba didn't leave
much of the noble
knights. It would be a
waste if you were to
leave the entire armor
to rot. Instead, use it
when fighting against
the monsters.



you with as little lightning as possible. Use your reliable Stun and Meteor spells.

#### Chapter 5 — Ogre Raid at the Hamlet of Brin

What can I do in the ravaged city?

Look for Thavius in the

orchard. He will assign

you a small additional task. You will find the rod/wand you're looking for in his house in the northern portion of the town. It is also inhabited by several Ogres.

Where can I find Horvath's Amulet of Teleportation?

Make your way through the wilderness in the

northeast. The Ogre camp is quite large. Try to lure only one or two Ogres away at a time to fight them. If your magic reserves are down after a fight, first return to a magic rock and refresh your supply.

# Now I'm in the camp. Where is the artifact?

The amulet is in the main building and is guarded by an Ogre lord. Before you go attempt to retrieve it, first search through all of the other buildings and caves. This will put you in the possession of the Ogress Beast Scroll so you'll be able to charm the axwielding Ogres.

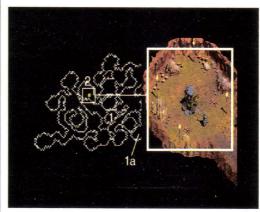
#### Chapter 6 – The Halberd of Horrendous

Help! I'm losing track of what's going on in the massacre taking place around the castle.

Players who hope to rack up as many experience points as possible should not talk to the knights standing around. If you do, they will join in the fight to champion the cause. Instead, use the Stun effect (spell or appropriate arrows) against the Necromancers. Otherwise, let it rain (Meteor or Burn).

## Where can I find Horrendous?

The lord of the manor is on the top floor. However, you should



MAZELIKE The boots are behind a closed grate (1). The key is east of there (1a). You'll find the exit (2) on the other side.

initially scour all rooms on the ground floor and in the cellar. For one thing, there are many experience points to be had for murdering monsters. Quite a bit of gold is stored in the boxes; naturally, you'll want to take it along.

## How can I get out of the throne room?

Since the doors are closed after the death of Horrendous, the only way is through the caves behind the throne. Simply run along the conjured wall. The second time you run into the Necromancer, you should expect a bit more resistance. Protect yourself from the Shock effect and disable the villain with Stun before you attack him. The Quiver of Flame shot from the castle against him is very effective.



FEED ME, WARRIOR The Warrior's escort loves meat. Feeding him helps keep him happy and at your side. Sharing rations with your pals also serves to form a strong personal bond.

## The Illusion Tower

Some of the keys and objects in the tower are



#### Chapter 7 - The **Heart of Nox**

Should I race straight off to the tower?

Start this chapter off slowly. First locate the shop of Bright Blades to purchase the crossbow. The rate of fire may be low, but it causes a lot of damage. When you march to the tower entrance, an elevator is located on your right. In the lower cave is the extremely useful Beast Scroll for the Ember Demons that you will encounter inside the tower.

#### I always seem to fail in the tower building!

You have to find different keys to gain access to the floor above. Conjure up as many Ember Demons as possible, as they are always willing to fight. Use the Hunt command to give your protégés enough time to take part in the fights.

#### How can I get the Silver Kev?

Remember, you are in the Tower of Illusions. Some walls are actually not even there -Picture 3 in the Illusion Tower box shows the chamber in the south wall of which the entrance is hidden.

#### I can't seem to find the **Heart of Nox!**

Your best bet is to take two conjured monsters along with you. Post one subject on each flagstone (with the Guard command). Take your position on the third flagstone, and the grating around the artifact will lower.

#### Chapter 8 - The Weirdling

How can I start off best in this chapter?

It is worth your while to take another tour through the city of



ELEVATOR HUT? In the Ogre camp, look for the hut with the elevator. This is the entrance to the Land of the Undead.

Ix, because all chests and boxes have been refilled since you left. After you have looted everything, go to Aldwyn's house. You can then venture into the temple vault.

#### What are these strange stone circles?

As soon as you run into one of the many stone circles, it would be best to save your game. Here's why. When you approach a circle, a randomly generated monster is teleported

traps and monsters, you will finally reach a blue flame that will sap all your magic. Take your time and first go through all of the other areas. There are more than enough experience points and gold for mashing monsters.

#### What are these strange green spheres?

As soon as you bump into one of the green ball plants, a poisonous cloud is released. Naturally, you can use it to your advantage. If



MOVING CO. Even rocks of this size can be shifted by characters. The hole in the ground leads to several objects.

to the site. If it seems too strong for you to defeat, reload the previous game status and try again. The strongest creature that may attack you in the stone circle is a gigantic beetle.

#### How can I fight the monstrous beetle?

Since the beetle is incredibly fast and strong, you should have a Stun or Slow effect ready. Your best bet is to use your bow and arrows, because it takes too long to cast damage spells. But be careful: In some rooms. these creatures lurk camouflaged as normal treasure chests.

Where is the Weirdling now? Once you have overcome the first

you are being pursued by a monster, run by one of these plants as closely as possible. With a bit of luck, your opponent will run into it. You can slow him down, for example, with Slow so that he is forced to breathe in as much of the unhealthy air as possible.

#### I am facing two large Stone Golems. How can I annihilate them?

Before you reach the grotto with the Golems, you should open the two chests at the entrance. One of them contains arrows (Quiver of Immobility) that will be extremely useful in the impending battle. Once you reach the pool with the Weirdling creature, don't forget to take the Stone

Golem Beast Scroll out of one of the chests.

#### Chapter 9 — Journey through the Dismal Swamp

# What will I find in the swamp in addition to Mordwyn?

In a nutshell, the swamp is full of gigantic undead plants and strange elementary beings. You would do well to conjure up a Stone Golem at the outset. He wins virtually every fight, but give him a break now and again to regenerate so that you get your money's worth out of him. After all, he's expensive.

The cemetery in the northwest has several nice items, but you'll get into a fierce fight with a Necromancer. In the Ogre camp in the east, you can free a prisoner who will then accompany you for a while through the rest of the swamp.

#### How can I destroy these strange white energy Spheres?

The dangerous thing about the Sphere

creatures is an extremely painful flash of lightning that even vour Protect From Shock command won't protect you from completely. This being is best fought with fire. Conjure up one or two more creatures to distract the elementary Spheres, Bombers loaded with fire spells are also useful. If you discover several elementary Spheres together, you can put a nice trick to use. Conjure up a Burn against an opponent without him noticing you. He will then attack his neighbor in anger.

## Where is the Ogre camp I'm supposed to find?

The north road at the crossing leads across a bridge to a small shop (Byzantine's Bog Shop). From there, a narrow path leads you on to the large northern Ogre camp. An elevator in one of the buildings will take you down.

## What awaits me in the catacombs?

Watch the ground carefully in the cave

scenes, because there are several points where you could break through and land unpleasantly. Nevertheless, these collapsing areas are generally interesting because chests and valuable equipment objects can be hidden beneath them.

# How can I defeat the Mimic creatures in the cage?

Defeating three Mimic monsters at once is no easy task. Watch for the spear traps on the ground. Keeping your distance from the tips, run in front of the spears as they come up. The Mimics will follow right in your footsteps and gradually draw their last breath in the spears.

## Where can I get my armor repaired in the caves?

Just before the end of the cave section is a small side road that leads to the trader Motoc. Remember this place. At Motoc's you can sell all of the objects you acquire from later battles outside the cave.



CAREFUL You will find a lot of these small stone circles. As soon as you approach them, a monster will materialize.

#### I am freezing in the ice fields in front of the caves! Gird yourself! An entire undead army backed up by Black Wolves and Necromancers is blocking your path. You can find help along the way by saving your Conjurer colleague Cain

Before you venture into the next level, you should first take a side trip to the trader Loproc. He is located north of the blue flags. You can take the opportunity to make any necessary repairs and trade for goods.

from the Wolves.

#### Chapter 10 — The Land of the Dead

Hecuba's castle looks awfully threatening! In the last section of

the game, you have to prove you are a true master Conjurer. This entire section is enhanced with jumpand-run interludes to overcome various traps.

#### My equipment has sustained quite a bit of damage. Where can I find help for it?

You can leave the castle at any time up until shortly before the finale. Trader Loproc is there when you need him to make any necessary repairs or to trade. Good luck in this final quest through the Land of the Dead!



PRESTO CHANGE-0 The mimic monster turned back into a chest. Luckily, the target cursor stays red, so you can still attack.



## Are You Lost in the World of Planescape Torment? Heed Our Basic Tips and Win!

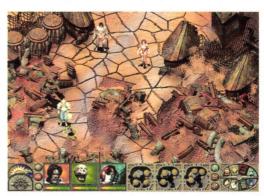
#### **Awarding Points**

How can I best distribute my character points? Ordinarily you should try to create as balanced a character as possible. None of the attribute values should be less than 10. As a rule, it's harder for



ALL ALONE You won't be by yourself for long.

absolute specialists to reach the next level. If you prefer a certain character (Warrior, Wizard, etc.), you need to make sure that several of the values complement one another. In the beginning it is best to raise only one or two values above average so that enough points are still available to distribute among the remaining values. More information on the attributes is given in the boxout on Character Formation.



STICK TOGETHER Keep your friends close by. You never know when you'll need them to get your back in a fight.

What effects do the character levels have on the game?

# **Bonus Points**

As soon as you have reached the 7th and the 12th level, several of your values will be raised again.

Level 7			
Thief	Warrior	Wizard	Level Ascent
Dexterity +1	Strength +1	Intelligence +1	Level 7
Level 12			
Thief	Warrior	Wizard	Level Ascent
Dexterity +2	Strength +1	Intelligence +2	Level 12
Luck +1	Constitution +1	Lore +5	
	Max. hit points +3	Wisdom +1	

In the classic *AD&D* manner, as of a certain attribute level, you receive a bonus for a certain characteristic. A summary of the bonuses is given in the **Bonus Points** table on this page.

#### What do I have to keep in mind when advancing to the next level?

Don't forget that according to the *AD&D* rules, how many hit points you gain from each new level is determined by the dice. This means that

different good and bad results can be expected. Check your status occasionally. If an ascent is imminent. save your status. If you are not satisfied with the ascent result, you can try again using the old game status. You also receive various bonuses for certain ascents (see the Bonus Points box).

#### How many factions are there in Planescape Torment?

You may choose from among five factions. If your charisma is higher than 16, you can even lie to the leader of each group and convince him you are a member of his faction.

#### **DUSTMEN**

Headquarters: The morque in Hive. Terms of admission: Talk to Emoric and Norochi.

Advantage: You have the opportunity to purchase necromantic magic spells, acquire the ability of dead truce (improvement of the armor category +4 against undead).

#### GODSMEN

Headquarters: Commercial district. foundry.

Terms of admission: Talk to Keldor, Three tasks must be completed for him.

Advantage: You receive a bonus for charisma (+1), and the opportunity to purchase weapons and magic spells from the faction.

#### **ANARCHISTS**

Headquarters: Commercial district. print shop.

Terms of admission: Join the Godsmen first. Then renounce the their philosophy with Bedai-Lihn. Complete your subsequent tasks in order to obtain the Anarchists' password. You can now visit Anarchist Penn, mocker of law. He will offer to let you join the faction. Advantages: Trade opportunities in the anarchists' shop (in the storehouse).

#### **XAOSITECTS**

Headquarters: In southeast Hive, you run into the leader Barking Wilder if you keep to the left of The Smoldering Corpse Inn. Terms of Admission: Your character has to be chaotic.

Advantages: Your character and his friends will be attacked with less frequency in certain sections of the always bizarre Planescape World.

## **SENSATES**

Headquarters: Curators' domain.



SIZING UP THE COMPETITION Make sure you use the environment to your advantage. Don't just rush enemies.

festival hall. Terms of Admission: The only thing you need to do is talk to the NPC Splinter at the entrance to the festival hall.

Advantages: Ability to touch the senses (take damage points from

# **Story Overview**

Here are all the important persons and quests for you that you need in order to complete the game successfully. (Overview is continued on the next page.)

Location	Characters/NPCs	Contacts for quests
Morgue (ground floor)	Deiorarra, Soego	Ei-Vene - Get needle and embalming oil
Morgue (1st floor)	Dhall	
Northeast Hive	Old Coppereye, Annah, Expecting Death	Adlat Emoric - Locate Pharod's corpse source
	Whore, Mortai End of Grave, Pocks, Quentin,	Angyar - Free from death contract
	Sere, The Skeptic, Death of the Name	Baen - Transmit the sent message
		Ingress - Find portal
		Norochj - Silence the undead in the mausoleum
		Sev'Tai - Eliminate three thugs
Northwest Hive	One Ear, Mhult, Fleece	Give Mar a box
NOI LIIWEST TIIVE	one car, miluit, rieece	Nestor - Find fork
Southwest Hive	Martle of John Creeder Jon Weil Cooks	Porphiron - Get prayer chain
ontlimest line	Mantle of Ashes, Creedan, Iron Nail, Gaoha,	Craddock - Find Jhelai
	Giscorl, Kossah-Jai, Meir'am,  Prophyra	Bad wind - Remove curse
		Es-Annon the Crying - Find gravestone
Southeast Hive	Aethelgrim & Tegor'In, Alais, Candrian,	Amarysee - Give money to Nodd
	Dak'kon, He Who Mourns the Tree, Drusilla,	Barkis - Pay the bar bill
	Ebb Creaky Knee, Ilquix, Jhelai, Ku'atraa, Mochai,	
	0, Despondent virgin	
Alley of Dangerous Angles	Aola, Crystal, Black Rose, Rotten William	Rauk - Get three rings
Mausoleum	Protective spirit	Protective spirit - Get rid of intruders
Lower Chamber	Strahan Rune bones	
Ragpicker Square	Old Mebbeth, Goldfinger, Mark-friend, Nodd,	Grave divider - Find Pharod's corpse source
	Rat bones, Vlask	Jarym - Find magic ruby
		Nodd - Find Amarysee
Trash Warrans	Anamoli, Bish	The Analyses
Buried Village	Barr, Marta, Ojo, Radine	Ku'u Jin - Get the name of Radine
	burr, marta, oja, maunic	Pharod - Find bronze sphere
Dead Nations	Akaste, Miffed Mary, Ghoul with knife	Hargrimm - Destroy skull rats
Peda Hations	Riddle skeleton, Soego, Confused skeleton,	Nameless Zombie - Find his name
	Doubting skeleton	Maineless Comple - Ling his lighte
Washing Chang	A STATE OF THE PARTY OF THE PAR	
Weeping Stone	Chad (only if you can talk to the dead)	Chad - Get rid of the Vargouilles
Drowned Lands		Glyve - Obtain Decanter of Endless Water
prowned Lands		Contains bronze sphere for Pharod and the
		carafe of endless water
Warren of Endless Thought	Many as One, Mantuok	
Tenement of Thugs	Green veteran thugs, Sibylle,	
	underling painter, Tiresias	
Alley of Lingering Sighs	Dabus	Stoneface - 1. Get rid of Dabus, 2. Undo repairs
Lower Ward	Aaler, An'azi, Anze, Ash, Brokah,	Corvus - Introduce Karina and Corvus
	Byron Nimms, Conall, Deran, Vaults of gold spores	1. Take handouts to printer's, 2. Message to Keldor,
	Ninth World, Grosuk, Karina, Ki'ina, Korur,	3. Give message to Barkis
	Leena, Lenny, Micca, Otis, Penn, Thorp,	Hamrys - Get grave plans
	Xanthia, Yi'min	Lothar - Get valuable skull
		Weak tree - End Zombie life
		Sebastion - Eliminate the Abishai Grosuk
		Trist - Find IOUs
Clerk's Ward	Lawer Jannis, Aelwyn, Old Poet,	Malmaner - Pick up costume
	Drunken wizard, Zeal, Eli Sunhat,	
		Mertwyn's head - Find his body
	Elobrande, capable thinker,	Nemelle - Find Aelwyn
	Fingam the Linguist, Gonkalves,	Pestle Kilnn - Separate them from each other
	Performance artist, Salabesh of Onyx,	
	Sarhava Vjuhl, thug boss, Vrischka, Yvana	
Brothel of Slating Intellectual	Ecco, Kesai-Serris, Kimasxi Natter tongue,	Dolora - Put fire into her love life
Lusts	Luis, Modron, Nenny Nine-eye, Yves die	Grace - Talk to the novices
	Storyteller	Juliette - Find the key to her heart
		Marissa - Find purple veil
		Vivian - Find Vivian's personal scent

other party members); trade possible with the faction shop.

Is there any other way to raise the attribute points of the Nameless One?

Some NPCs, quests, or objects give your character additional bonuses for certain attributes. Additionally, if your character attains a higher level in one class over the other, he'll only gain attribute points for that

#### Let's Have a Party

Do I have to survive my adventure with Morte alone?

higher class.

Naturally, putting together a larger group (or party) is part of every good role-playing game. During the course of the game, you will run into several nonplayer characters

# **Character Formation**

According to the *AD&D* rule, the starting values are limited to a maximum of 18. However, you may exceed these maximum values in later games.

#### Strength (STR)

The main attribute for Warriors. In addition to the damage distributed in battles, it also determines the maximum carrying capacity of the playing figure.

#### Constitution (CON)

Determines your maximum number of hit points. Moreover, constitution also determines the rate of regeneration. A Warrior should definitely have a high CON value.

#### Dexterity (DEX)

The third most important Warrior value, as it determines the armor category and speed. Skill is also a must for Thieves, as a long-fingered character receives a secret bonus for good skills.

#### Intelligence (INT)

Those who prefer playing with a log of magic spells naturally have to be intelligent. This

value determines the number and level of a Wizard's spells. Players who tend to be diplomatic should also bet on high intelligence, because the dialog choices in conversations are then larger.

#### Wisdom (WIS)

Also increases the conversation options with persons in the game. More important, however, is that the fact that a high wisdom score makes the game faster and lets you collect more experience points in the game. Another interesting feature is that a high wisdom value for Thieves raises the luck factor.

#### Charisma (CHA)

Your figure is more convincing with a high charisma value. This value also makes lies, for example, seem more believable. Another advantage of charisma is the reduction of prices for objects in shops.

(NPCs) that you can add to your team.

Where can I find Annah?

You will find Pharod's bronze ring in the Drowned Nations. Once you have handed over the ring, Annah will join you.

#### How can I get to Dak'kon?

You can find this Githzerai Warrior Wizard in The Swollen Corpse in southeast Stock. Simply talk to him to get him to join your group.

What do I have to do to get Grace to join my group? Go into the brothel and talk to the fallen Succubus woman,

Grace. Accept the



DAK'KON One mean-ass fighter mage.

commission from her and talk to nine novices. Return to Grace to report to her that only nine novices exist and not 10.

# How can I convince Ignus? To be able to take the

Wizard into your employ, you will have to obtain the Decanter of Endless Water from the fallen nations. You can get the missing password from Nemelle in the domain of the curators. After you get the Decanter of Endless Water, all you have to do is pour the contents of it over Ignus.



NORDOM He's a pet robot for hire or rent.

# **Story Overview (Continued)**

Civic Festhall	Lawyer of the dead, Three-Level,	Unfulfilled desire - Erase Frohmann's memory
	Frohmann, Ghysis the Bent, Jolmi, Jumble,	
	Mertwyns body, Montague, Qui-Sai,	
	Splitter, Confusion Murderings	
Public Sensorium	Lady Thorncomb	
Private Sensorium	Source	
(Can only be usedd as sensate)		
The Foundry	Alissa Tield, Nadilin, Thildon	
Hall of the Godsmen	Sarossa, Saros, Nihl Xander, Bedai-Lihn	Keldor - 1. Forge first object, 2. Solve murder,
		3. Prevent suicide of Sandoz
Godsmens' Quarters	Sandoz	
Weapon's Foundry	Kel'lera	
Ravel's Maze	Ravel	
Outer Curst	Berrog, Dirty Barse, Chek'ka Plute,	Dallan - Settle administrative argument
	Traders, Kyse garbage dump administrator, Robert	Dona Quisho - Release monster from grain silo
		Kitla - End family feud
		Marquez - Protect his daughter from slavery
		Nabat - Defend the administrator of the garbage dum
Inner Curst	An'izius, Devore the Trader, Jasilya,	
	Kester, Commander of the guards,	
	Siabha, Skatch, Wernet	
Curst Catacombs	Settlers, Tek'elach	Voorsha - Destroy the Gehreless
Prison	Cassius	Trias - Get sword
Outlands	Fhjull Snaketongue	
Baator	Skull column	
Cerceri	Berrog, Ebb Knarrknie, Settler, Hezebol,	
	Jasilya, Jujog, Kyse	
Administration of Curst	Trias (in the second level)	
Entrance to Fortress	Deioranna	
Path of Impulse	Ignus	
Maze of Reflections	Good incarnation, paranoid incarnation,	
	practical incarnation	
Fortress Roof	The Transcendental	





Northeast



- 1 Mausoleum
- 2 Shilandra's Den
- 3 Tombstone monument
- 4 Morgue
- 5 Open crypt
- 6 The Dustmen Bar
- 7 Angyar's House
- 8 To southeast Hive
- 9 To Alley of Dangerous Angles
- 10 To northwest Hive
- 11 Ku'atraa's camp
- 12 To northeast Hive
- 13 Apartment house of thugs
- 14 Fell's tattoo shop
- 15 The Smoldering Corpse Bar
- 16 To southwest Hive
- 17 Brasken's Den
- 18 To northwest Hive
- 19 Housing
- 20 Marketplace
- 21 To the Lane of Dangerous Angles
- 22 To southeast Hive
- 23 Office of Pest and Epidemic Control
- 24 Housing
- 25 To Ragpicker Square
- 26 To northeast Hive
- 27 The honky-tonk
- 28 To southwest Hive

#### Where can I find Nordom?

Purchase the metal cube in the curiosity shop. Talk to the Modrons in the whorehouse and ask for the cube. Now that you know that the cube actually depicts a portal, you can get to the maze. Talk to the middle Modron in order to change the degree of difficulty for the maze to high. Nordom is in one of the two rooms that then appear.

Where is Vhailor, the restless ghost, hiding? Go to the Prison of Curst, Behind the entrance portal in the northeast, you will find the ghost creature fast asleep.

#### What rules should I follow when playing the game?

You should know that Planescape Torment has vast gaming potential with a plethora of quests and subquests. Try to communicate with as many people as possible in order to obtain as much information as possible. Don't underestimate your journal. The most

important things are stored in it.

Nevertheless, you shouldn't take on too many quests at once. The danger that you will get bogged down is too great.

#### What should I do at the beginning of the game?

You should undertake your first explorations in the Hive. There you will find the first important quests and contacts.

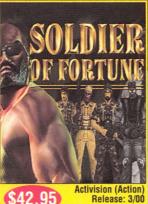
To keep you from getting lost at the outset, you will find a map of the Hives that describes all four parts of the city.

We hope these tips help you on your quest! Good luck. 6



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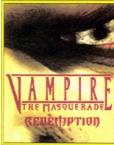
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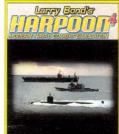
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